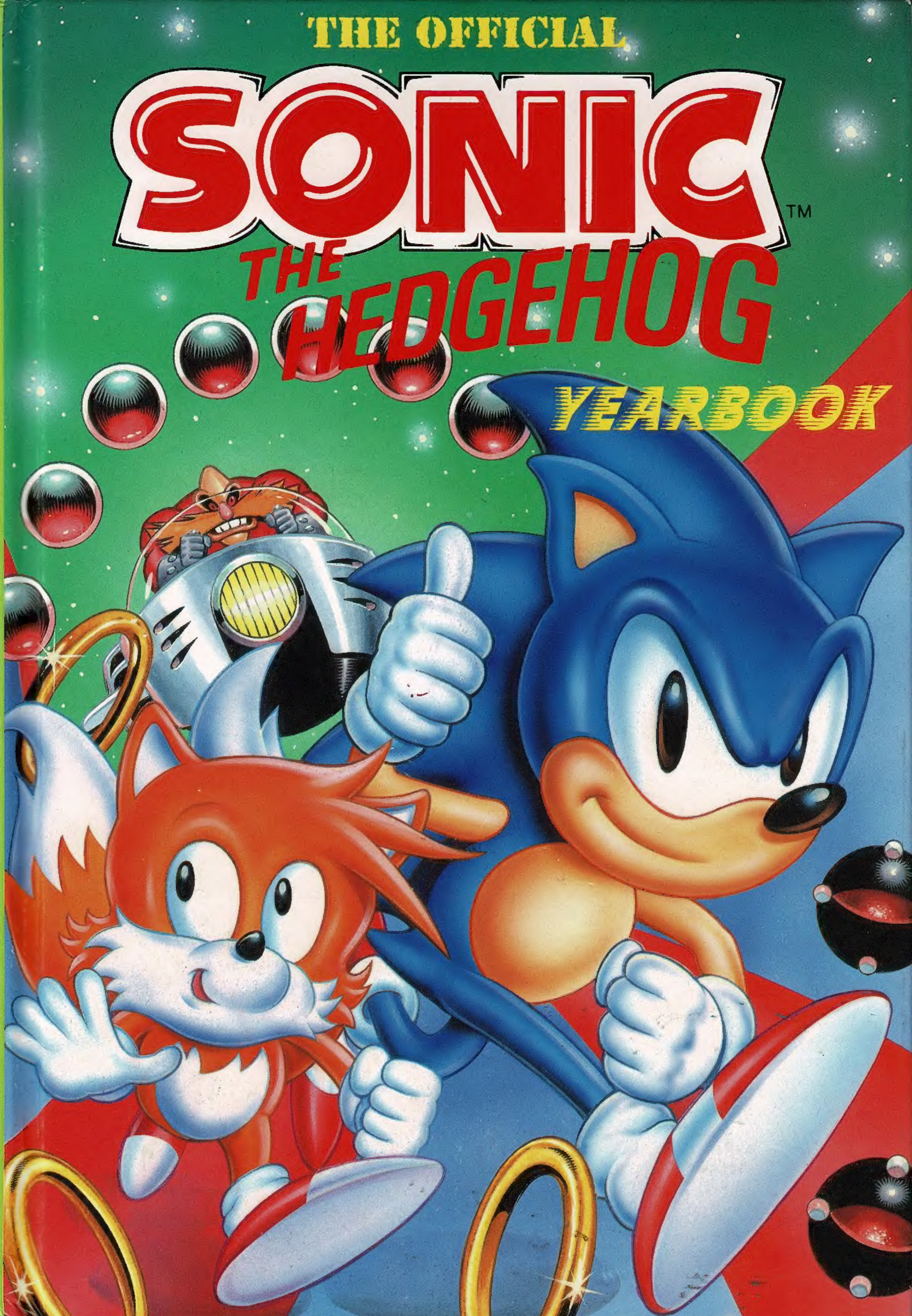
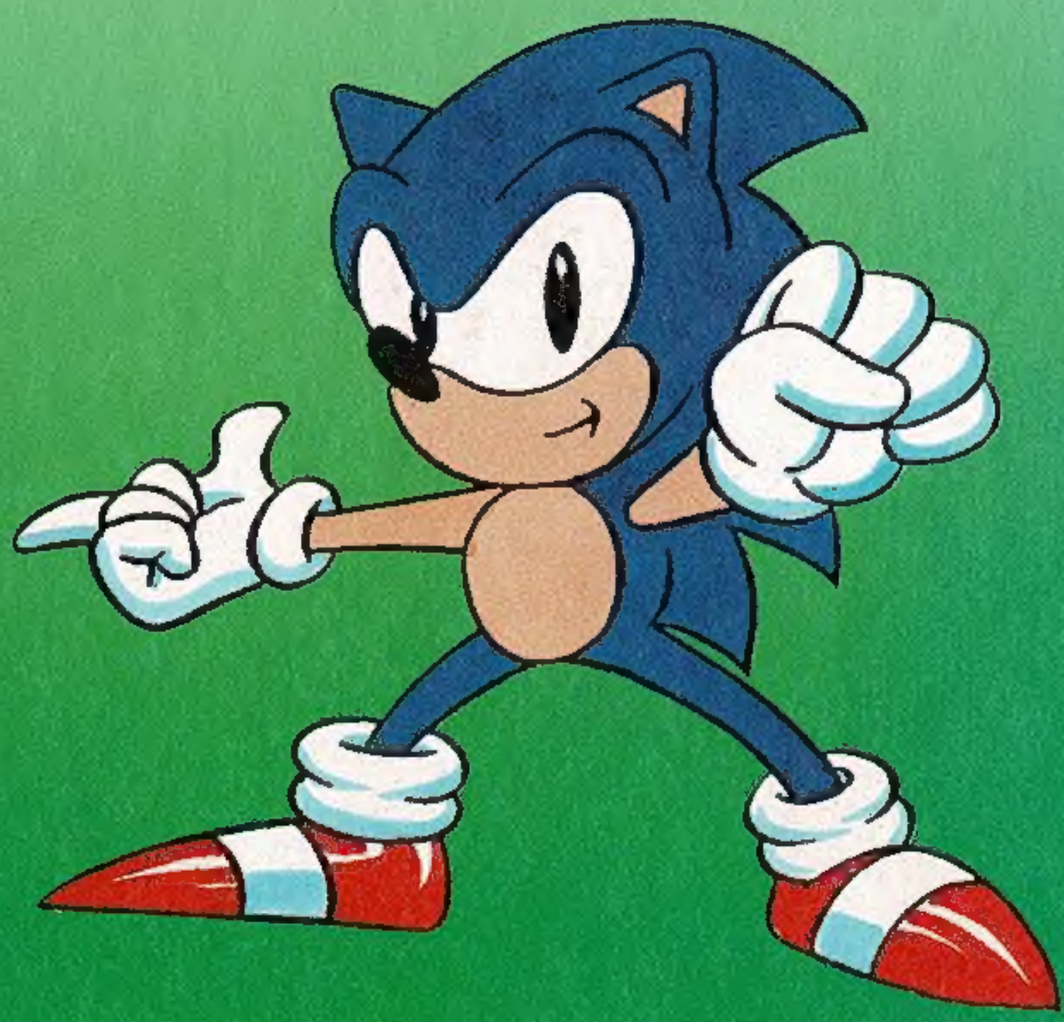
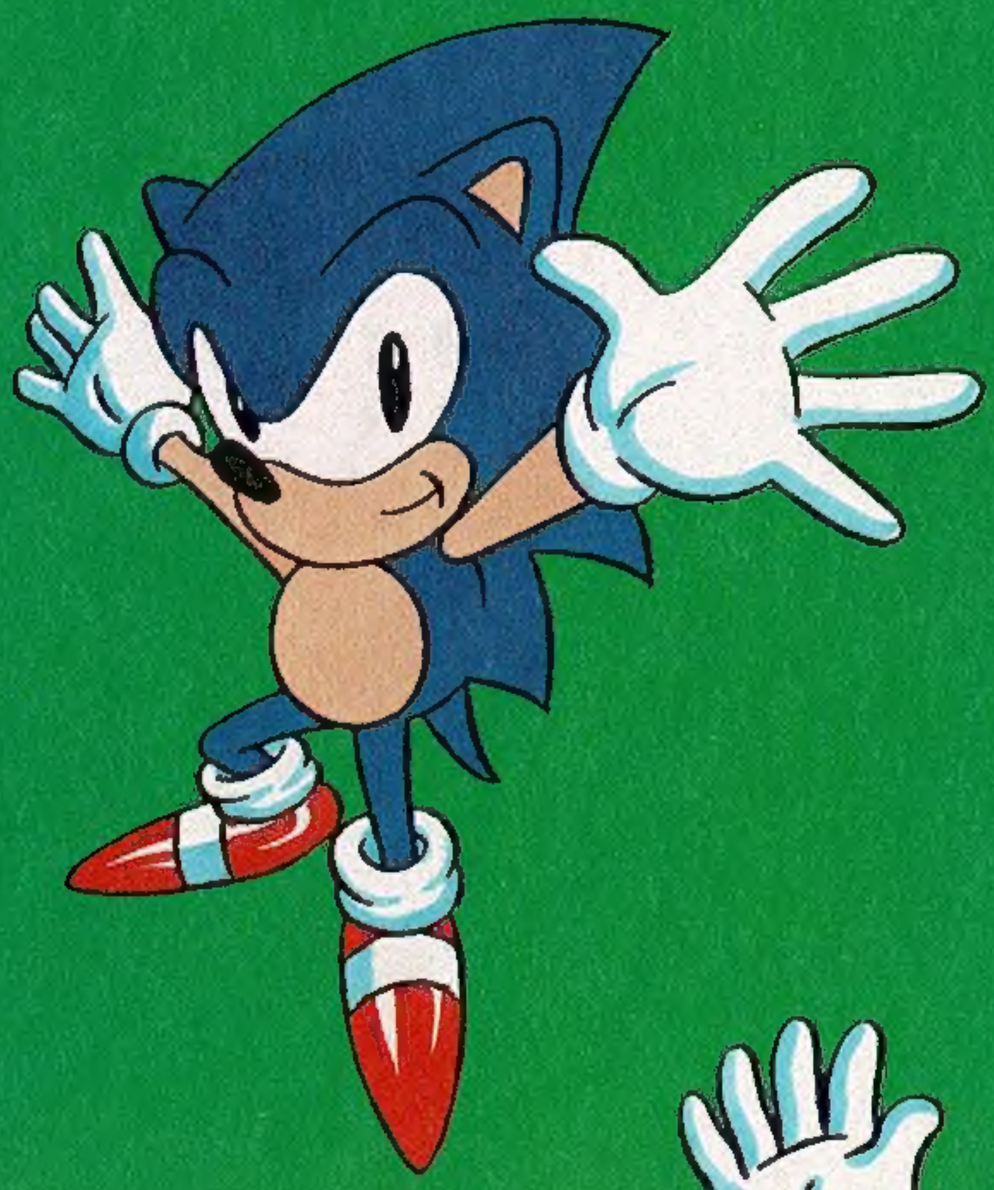
THE OFFICIAL

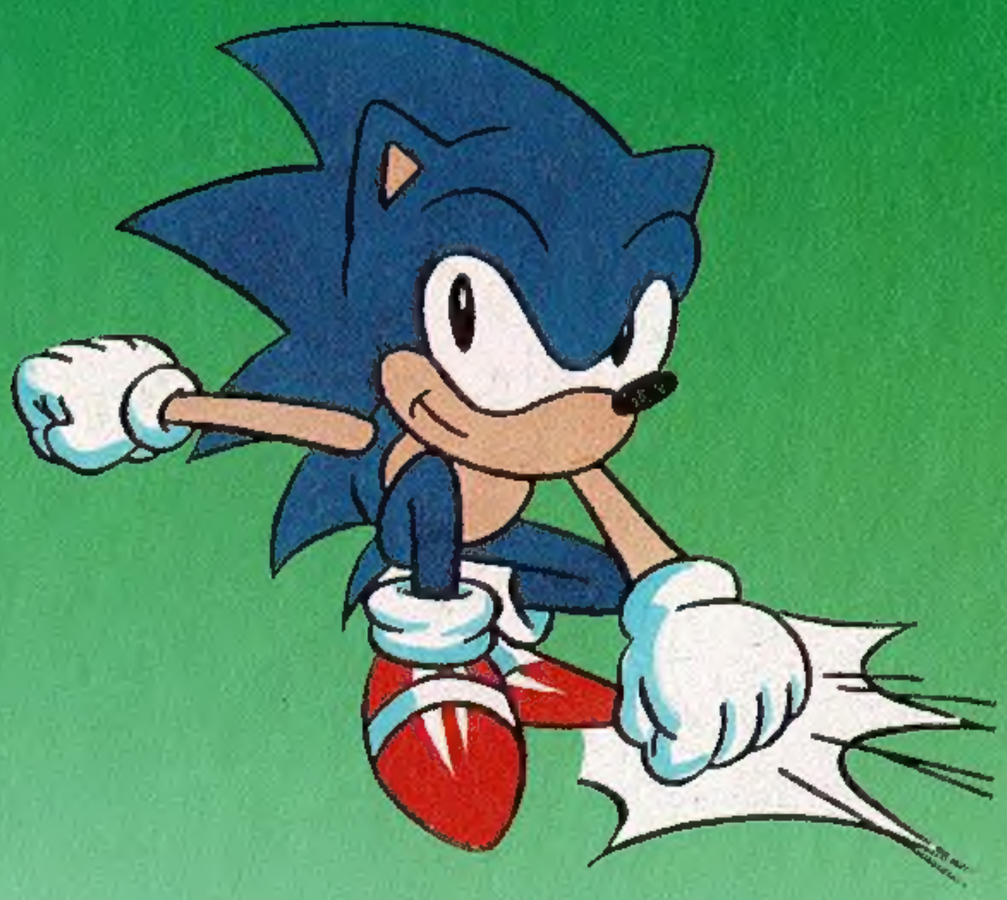
SONIC™ THE HEDGEHOG

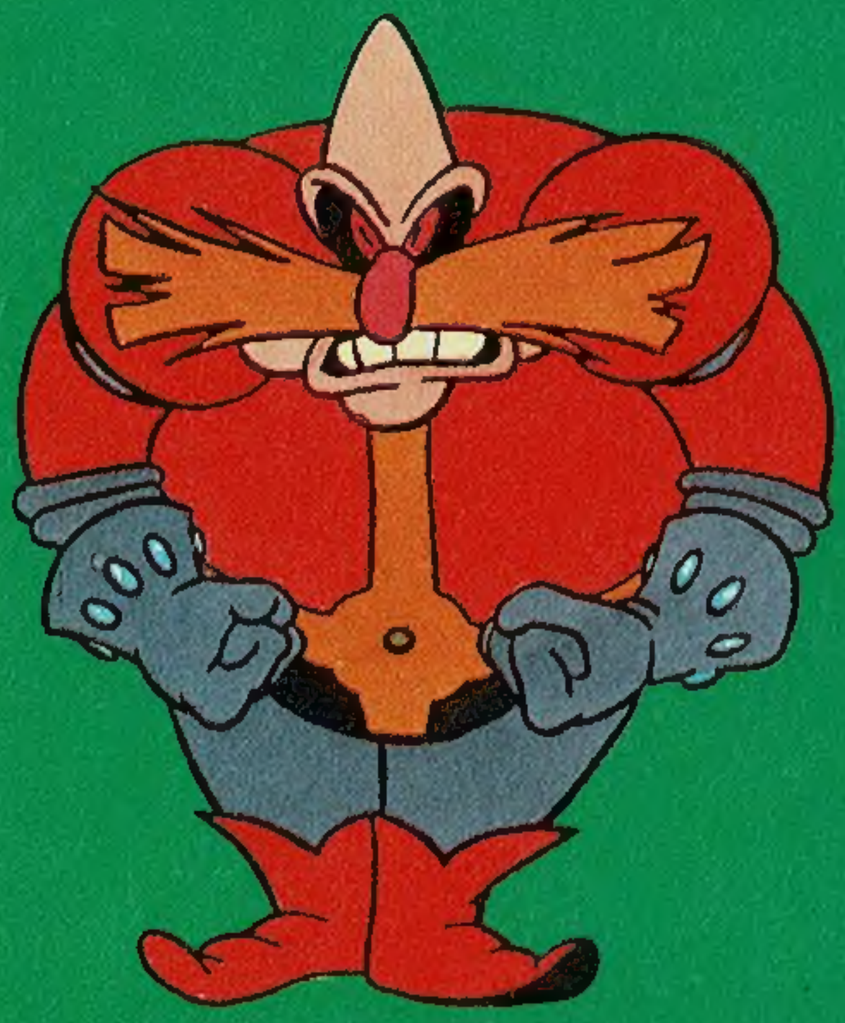
YEARBOOK











£4.99

SONIC™ THE HEDGEHOG

© Sega Enterprises Limited 1991/1992.
Licensed by Copyright Promotions Limited.

Edited by Barrie Tomlinson/Creative Editorial Services.

Published by
GRANDREAMS LIMITED
Jadwin House, 205/211 Kentish Town Road,
London, NW5 2JU.

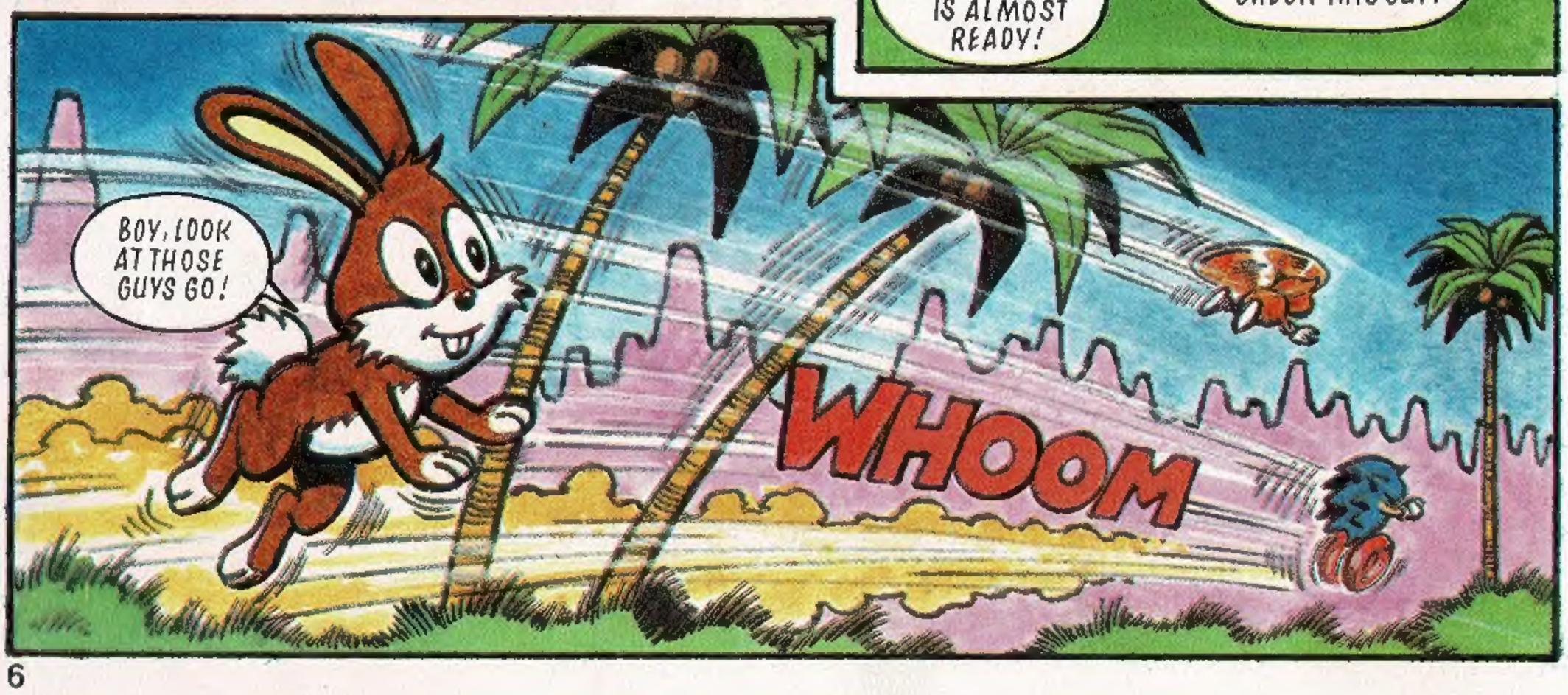
Printed in Italy

CONTENTS

STICKY PROBLEMS 6
SONIC'S DIARY 11
TAILS' TALE 16
ROBOTNIK'S BADNIKS 18
HIGH-FLYING SONIC 22
SPACE-HEDGEHOG 27
SEGA REVIEWS 32
BIG TROUBLE 37
SONIC'S QUIZ 42

SONIC THE HEDGEHOG™

STICKY PROBLEMS



TIME TO **SPRING** INTO ACTION, TAILS!

I'LL FLY INSTEAD! SEE YOU, SONIC...

HUH? I'M A TOTALLY BAFFLED SUPER-HERO! WHY IS THIS HEDGEHOG GOING **NO-WHERE?**

SPROOING!

YOU'RE GOING NOWHERE BECAUSE THE SPRING'S COATED WITH **SPECIAL INSTANT GLUE!**

SO **THAT'S** WHAT YOU WERE MAKING, ROBOTNIK!

SPECIAL INSTANT GLUE

MOMENTS LATER...

BRRMMM!

EGGS-ACTLY! NOW I'M GOING TO MAKE YOU A SQUASHED HEDGEHOG!

HOPE NO-ONE NOTICES THE GLUE POT'S STUCK TO MY HAND...

TAILS, KNOW WHAT I NEED? A SPARE PAIR OF **SNEAKERS**... AT SPEED!

TEN-FOUR, SONIC... I'M ALREADY GONE!

TELL US WHAT'S HAPPENING, TAILS!

SORRY! EMERGENCY! CAN'T STOP!

P-TOOM

WISH!

SNEAKERS SORTED! NOW TO AVOID THESE BAD-NIKS AND REJOIN SONIC... *FAST!*

MEANWHILE...

APOLOGIES, DOC, BUT I GOTTA FLAIL*!

BREATH YOUR LAST, BLUE FREAK... *HUH?*

PRAANG!

*LEAVE.

AWESOME TIMING, DUDE! THANKS FOR THE NEW SNEAKERS!

PLOP!

HOW DID THE SPIKY MONSTROSITY DO THAT..?

SUPERHERO TIP: *ALWAYS* WATCH WHERE YOU'RE GOING!

WAAAA! SPRING BELOW! WILL IT HAVE GLUE ON IT?

NO GLUE! I'M GOING *UPPPPPP!*

PYOI ING!

WHILE EGG-FEATURES IS FLYING AROUND, LET'S GRAB A FEW MORE RINGS!

MISSED ONE! BETTER GO BACK!

HOLD THE ACTION! THAT SHADOW!

SKREEK!

EGGS-CELLENT! THE TWO TAILED THING IS ABOUT TO BECOME AN EX-TWO TAILED THING!

NO-ONE TURNS MY FRIENDS INTO PANCAKES, EGGY!

GRAH! THAT HORRIBLE HEDGEHOG SAVED THE T.T.T.!

THANKS, SONIC...

NO PROBLEM! ROBOTNIK IS EASY TO FOIL! HE MUST BE FEELING 'TYRED'!

HELP!

BOIIING!

AAYYIIIII!

DUCK! SUPERHEROES NEVER LOSE THEIR HEADS!

TREEMENDOUS! ROBOTNIK'S AIRBORNE AGAIN!

PYOIINNG!

YEEEEK! MY SPECIAL INSTANT GLUE MAKING FACTORY! WH-WHERE'S THE EGG-JECTION SEAT?

SPLUUUURGE!

MY FACTORY! MY SPECIAL INSTANT GLUE! ALL COME TO A STICKY END!

ER... ANY CHANCE OF GETTING ME UNSTUCK, SONIC?

NO WAY, EGGY! 'GLUE' STAY THERE FOR A WHILE!

END

SONIC'S DIARY

MONDAY

Got up early this morning. Did an awesome run at Mach velocities. Cheesed two Badniks on the way and freed two of my animal friends. They told me Doctor Robotnik was going to visit me tomorrow!

TUESDAY

Got up even earlier! Just after dawn, heard Robotnik's Egg-O-Matic heading my way. That Dude was searching for me! He found me when I jumped on his head! I had been hiding in a tree. He left with a sore dome, saying he'd be back on Wednesday!

WEDNESDAY

Got up earlier still! Eggy (that's Robotnik features) attacked at dawn with a new secret weapon... a sound machine so loud that its mega sound could knock you out! He forgot this superhero can run faster than sound so I made a quick exit and waited for tomorrow!

THURSDAY

Got up much earlier! Good job I did... Walrus Face arrived while it was still dark! He had two Buzz Bomber Badniks with spotlights to find me. But those dodgy dudes crashed into each other and that was the end of that! What will Robotnik try next?

FRIDAY

Only had an hour's sleep! Doc Robotnik's laugh woke me up. He had disguised himself as Tails. But he was the fattest Tails I had ever seen. I launched a radical rolling spin attack and Robotnik zapped into the air and bounced away, screaming that he'd be back on Saturday!

SATURDAY

Didn't go to bed at all! I hid on top of a green hill, with elastic around my waist. When the Doc went past, in his Egg-O-Matic, I jumped on that dude. Thanks to the elastic, I kept bouncing on him until the Egg-O-Thing exploded. Red-faced, he rushed away.

SUNDAY

I slept all night! No visit from Eggy. My animal friends tell me they heard him crying all night. Now he's got to build a new Egg-O-Matic. That will keep him quiet for a bit. It'll give this superhero time to plan next week...

REMINDERS FOR NEXT WEEK

1. Organise extra supplies of burgers, fries, chocolate, and cola.
2. Buy some new sneakers.
3. Polish my blue spikes.
4. Free as many of my animal friends as possible.
5. Deal with Doc Robotnik!

IT'S ME...TAILS! I'M IN THE CASINO NIGHT ZONE... AND I'VE DECIDED I'M GOING TO BE THE HERO OF THIS STORY!

SONIC ISN'T GOING TO BE IN THIS ADVENTURE!

SONIC

MISES

SONIC THE HEDGEHOG™

TAILS' TALE

IF I GET THREE JACKPOTS ON THE PINBALL MACHINE, I GET 150 GOLD RINGS...

...WHICH WILL GIVE ME LOTS OF EXTRA ENERGY!

GOT TO LAND RIGHT IN THIS AREA...

YIKES! I CHEESED IT THAT TIME!

IF AT FIRST YOU DON'T SUCCEED...

DONE IT! AND STILL NO SIGN OF SONIC!

EVERYTHING'S SPINNING. WILL I GET THREE JACKPOTS?

HUH? SONIC... SONIC... AND SONIC!

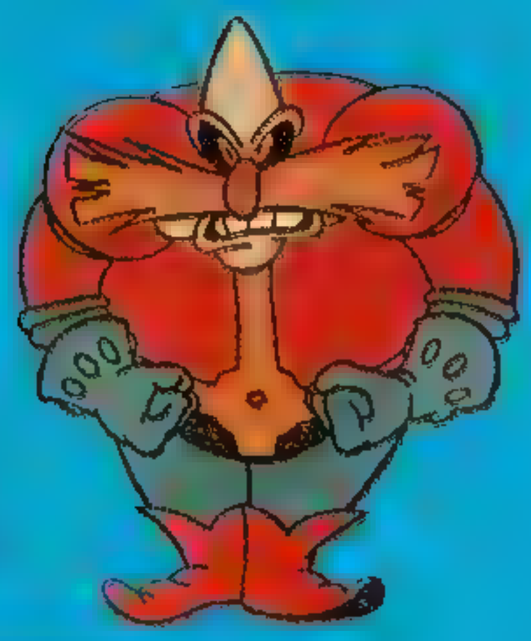
SONIC'S IN THIS STORY, AFTER ALL! SOB!

YOU CAN'T KEEP A **REAL** HERO DUDE OUT OF A STORY! DON'T FORGET, IT IS **MY** YEARBOOK!

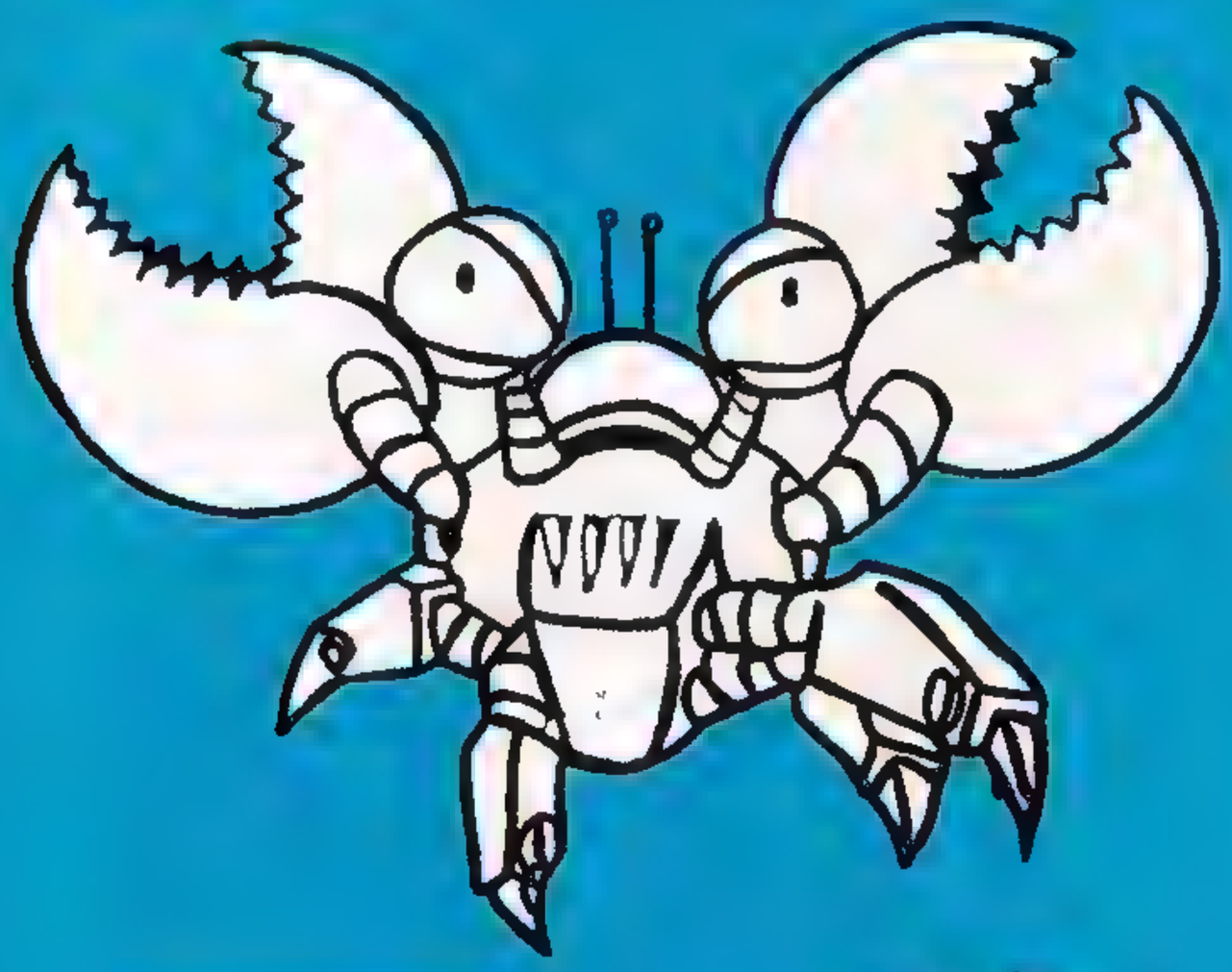
END

ROBOTNIK'S

BADNIKS

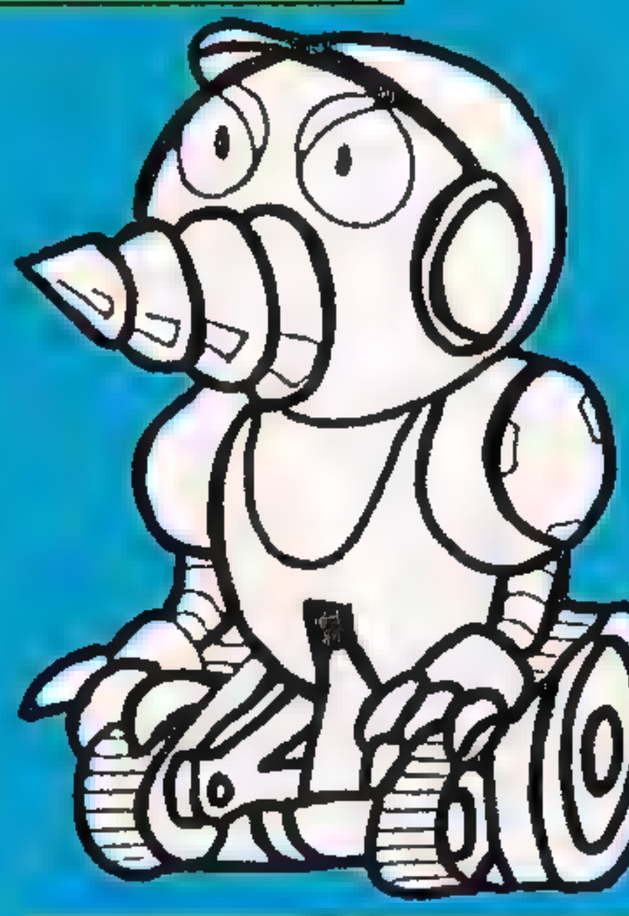


Doctor Robotnik has created many dangerous Badniks. These mechanical beings were made to help him defeat Sonic the Hedgehog. But in case you should find yourself on Mobius, here is a list of just some of the Badniks you could meet!



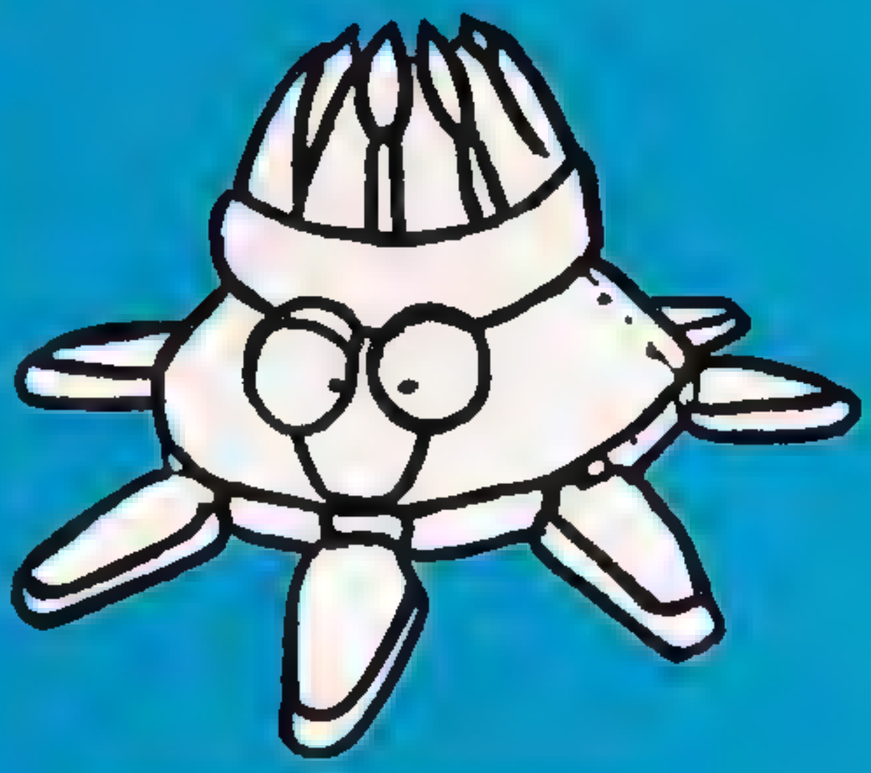
⇦ CRABMEAT

This Badnik lurks in the Green Hill Zone. It wanders around, looking very menacing, with those huge pincers. Crabmeat is a danger before you even get near it...because it can shoot fireballs! Crabmeat always moves sideways, just like a real crab!



SPINY ⇨

A nasty piece of work which hangs out in the Chemical Plant Zone! It can sneak up on unsuspecting victims or waits in ambush on walls. Then Spiny opens its jaws and releases a bouncing bullet of doom from which few are quick enough to escape!



BURROBOT ⇧

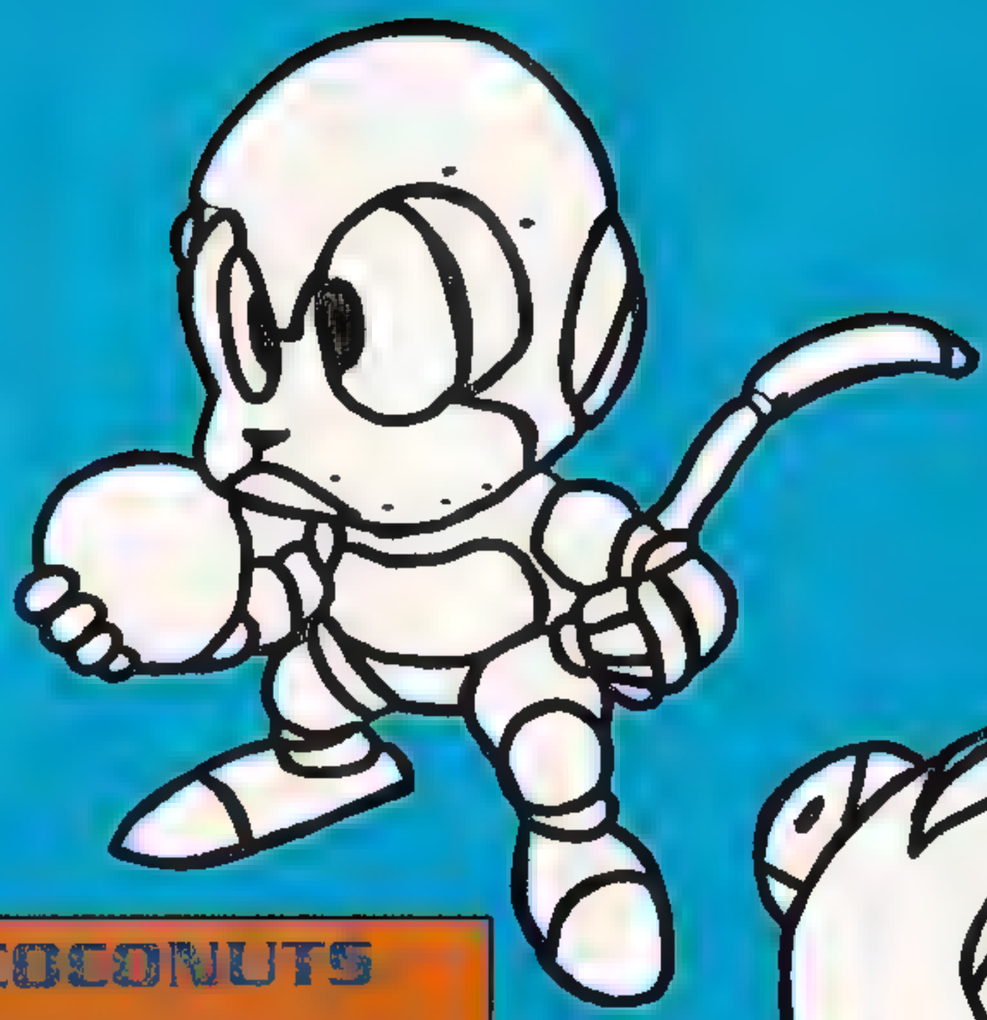
An inhabitant of the Labyrinth Zone, this hard-to-spot Badnik suddenly jumps out of hiding places to make its attacks. Burrobot has a drill for a nose, sharp claws and wheeled tracks instead of legs. All this makes Burrobot a fast and tricky opponent!

⇦ CLUCKER

A mechanical chicken with attitude! This is the only Badnik to be found in the Wing Fortress Zone. It hides inside gun turrets, popping up to shoot anyone unwise enough to come within range. Clucker is a chicken...but no-one can accuse it of being 'chicken'!

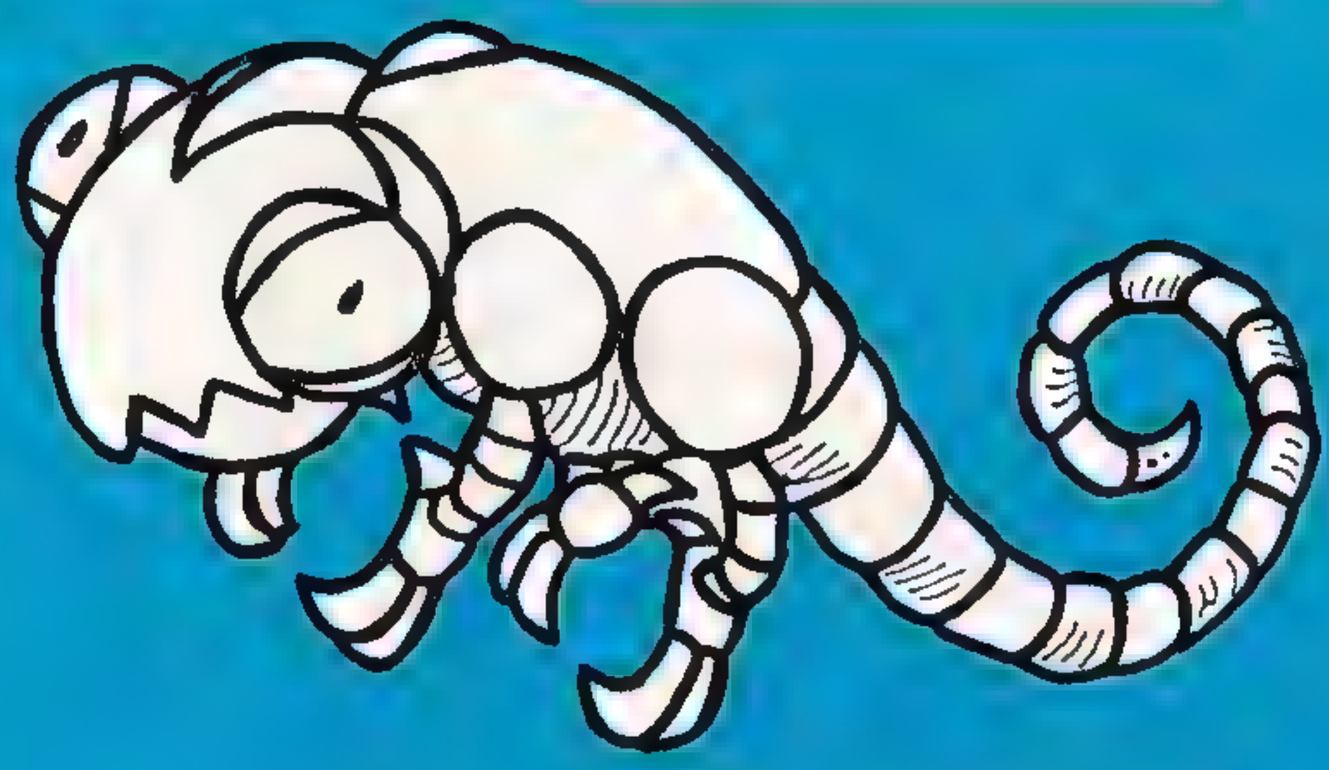
BATBRAIN ⇨

A mechanical bat which is powered by a jet engine! It has a nasty habit of perching in high places, then swooping down on you. It lives in the Marble Zone where it flaps around, appearing to be on patrol for its master, Doctor Robotnik.



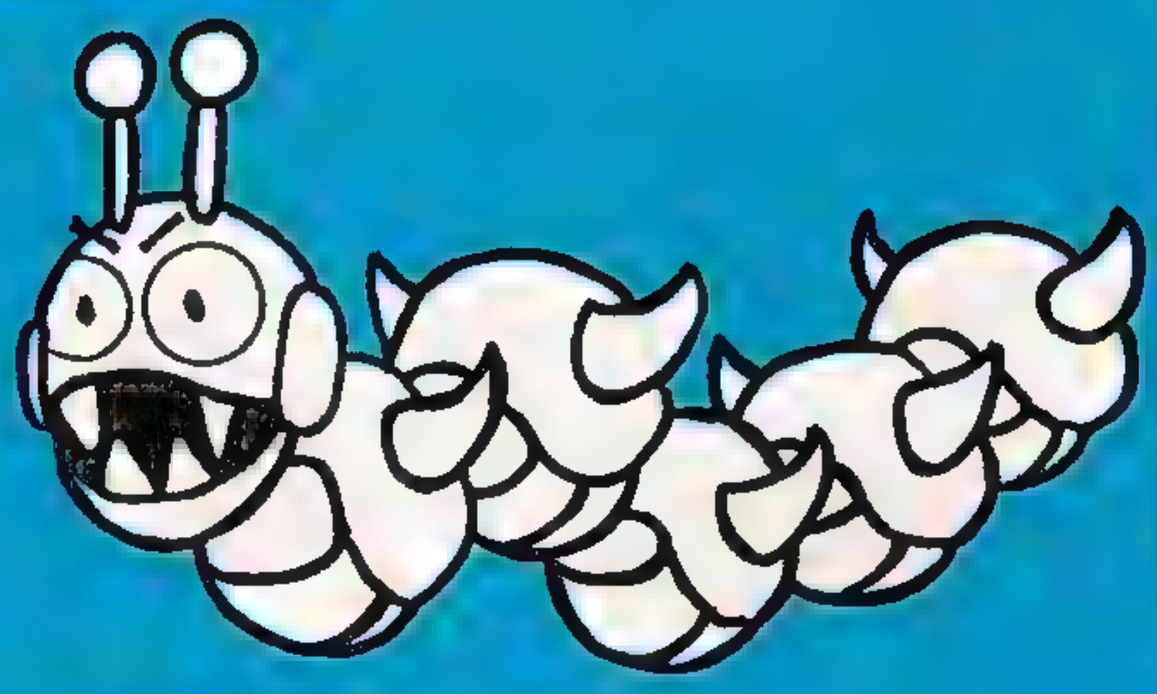
NEWTRON

A Green Hill Badnik that can make itself invisible! It is only vulnerable to attack when fully visible. With its bulbous eyes, vicious claws and coiled tail, the Newtron is one of the most ugly-looking Badniks. Stay well clear of it if you can!



COCONUTS

The baddest of bad Badniks is always 'monkeying' around in the trees of the Emerald Hill Zone. It slides up and down the trees, throwing coconuts at Robotnik's enemies. When danger threatens, this Badnik races back up the trees to hide!

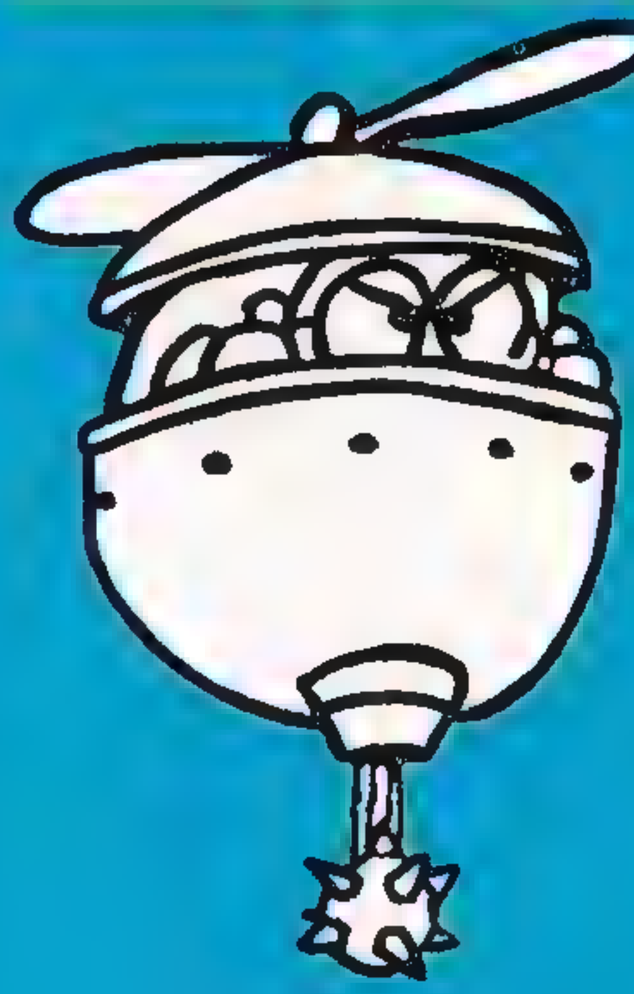


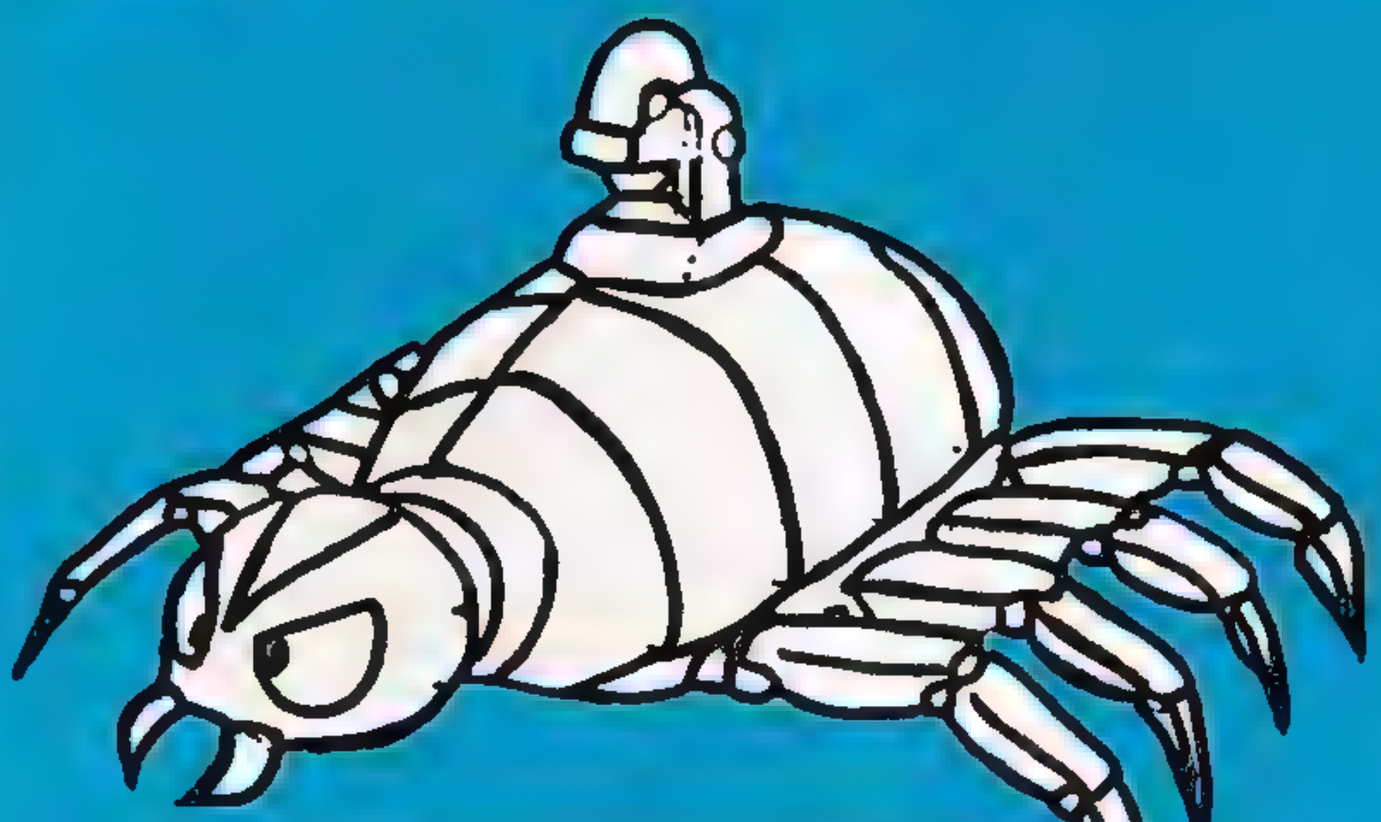
CATERKILLER

Found in the Marble Zone, this creeping Badnik has sharp spikes along its body and jaws, filled with nasty fangs. But beware! Even if destroyed, Caterkiller is still a danger. The metal menace's parts can bounce around the zone, causing chaos and mayhem!

NEBULA

This Badnik guards the approaches to Doc Robotnik's huge flying base...the Wing Fortress! The Sky Chase Zone is the home to the Nebula, which can attack in high speed swarms or hover overhead to catch the unwary. Nebula is one of Robotnik's favourite Badniks!



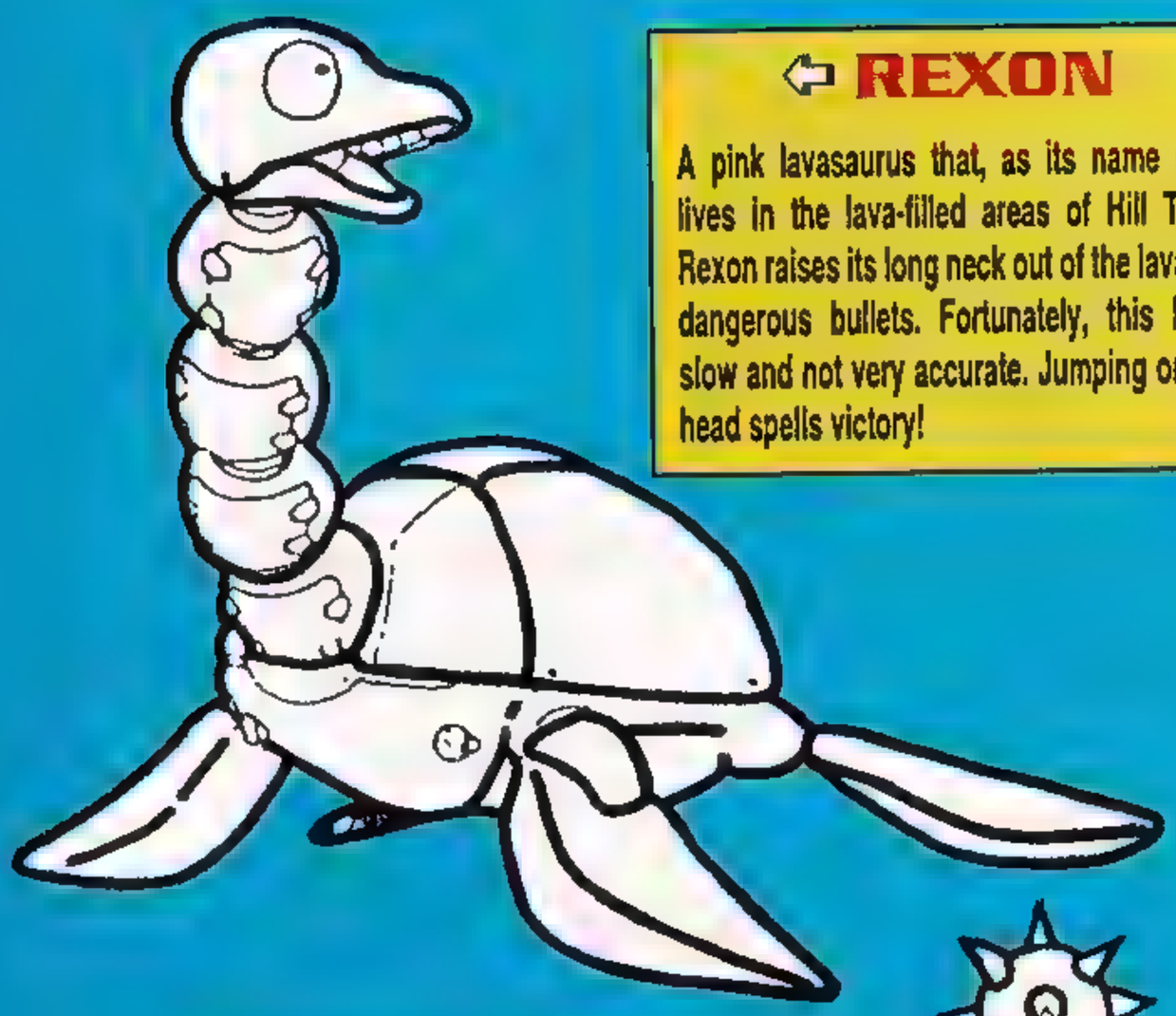


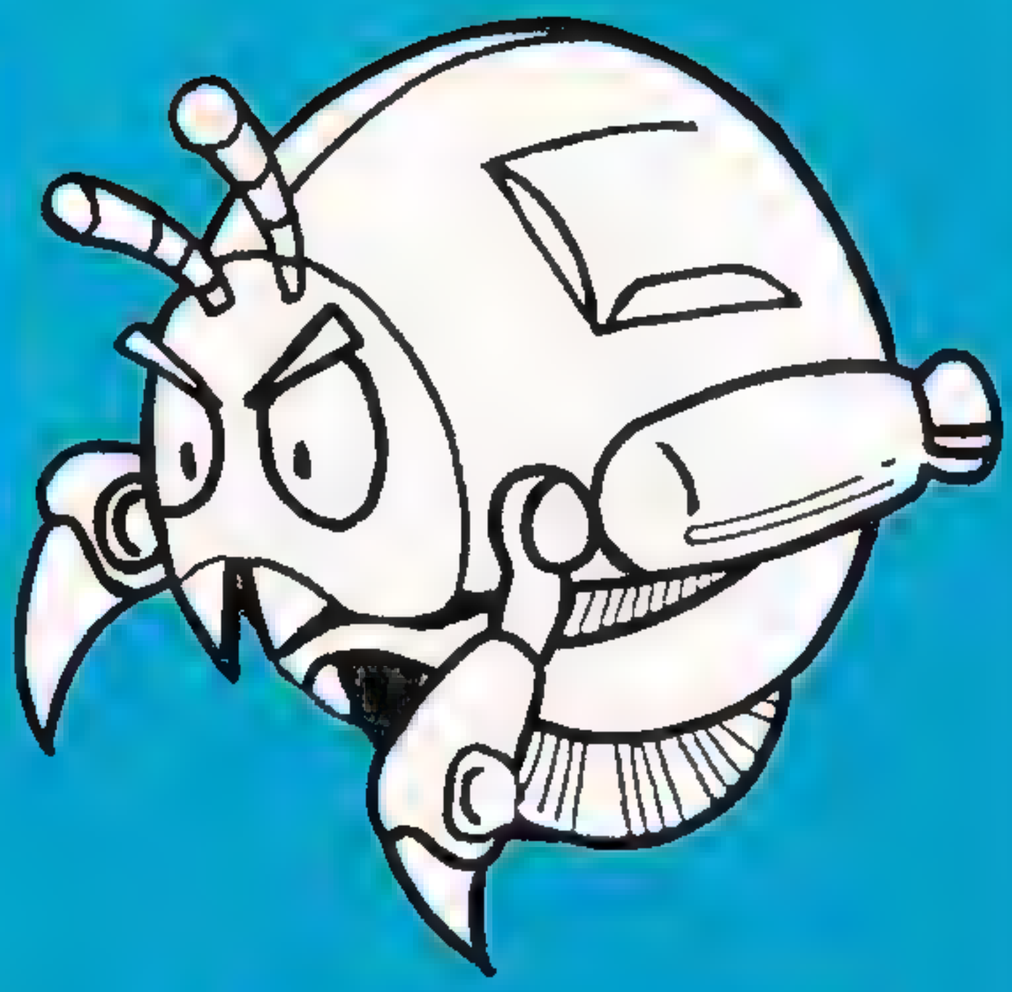
GRABBER

A mechanised spider that is a deadly danger in the Chemical Plant Zone. It lowers itself on a thread, grabbing its victims and carrying them back up to its nest. The Grabber is a Badnik best avoided...especially if you don't like spiders!

⇦ REXON

A pink lavasaurus that, as its name suggests, lives in the lava-filled areas of Hill Top Zone. Rexon raises its long neck out of the lava to shoot dangerous bullets. Fortunately, this Badnik is slow and not very accurate. Jumping on Rexon's head spells victory!



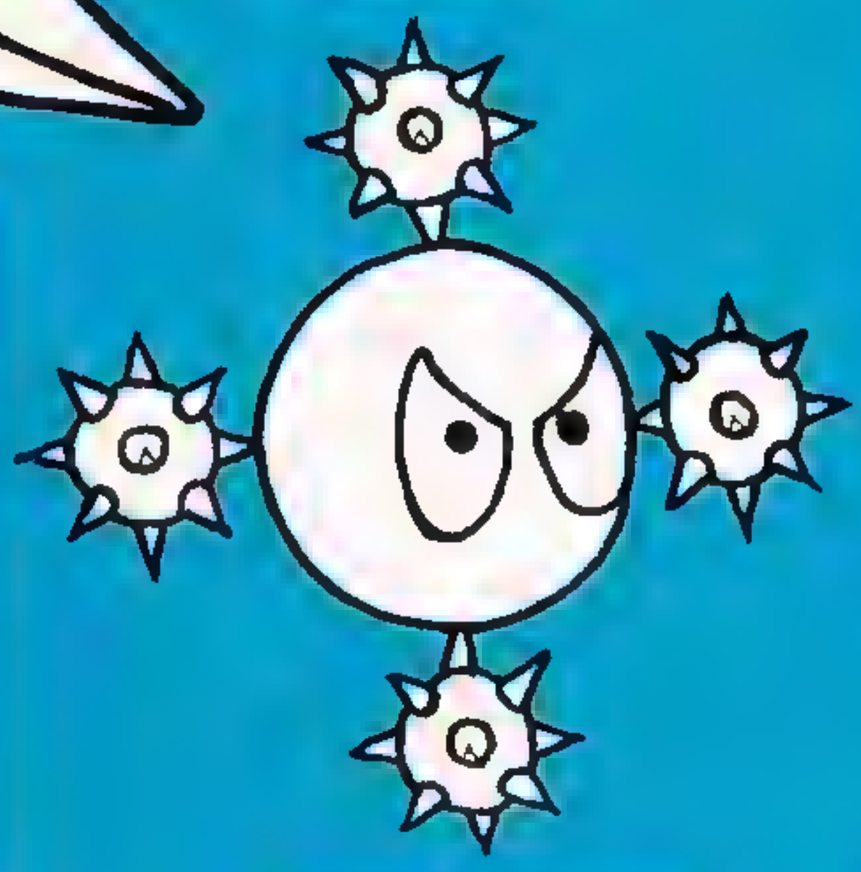


⇧ MOTO BUG

A metal bug that is fast and fiendish! This jet-powered horror is one of five Badniks to be found in the Green Hill Zone. With a full set of savage fangs and claws, as well as a determined instinct to defeat all its opponents, the Moto Bug is sure to 'bug' you!

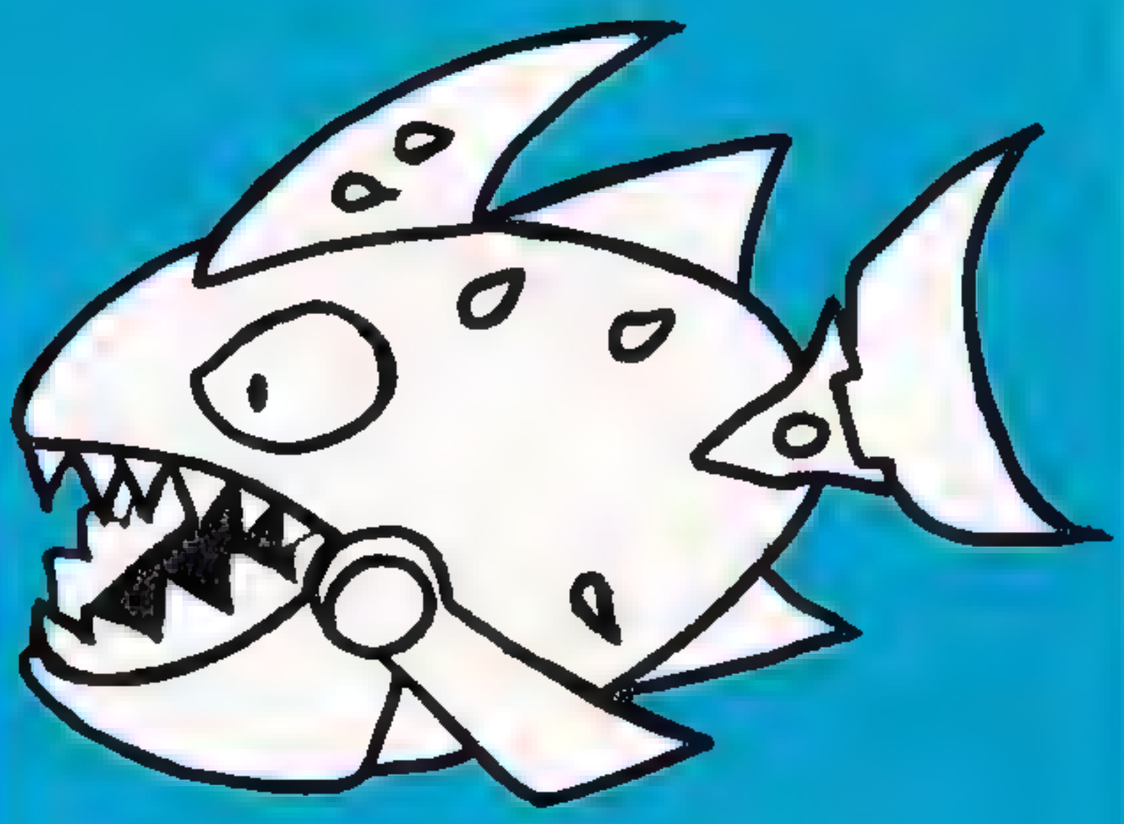
ORBINAUT ⇨

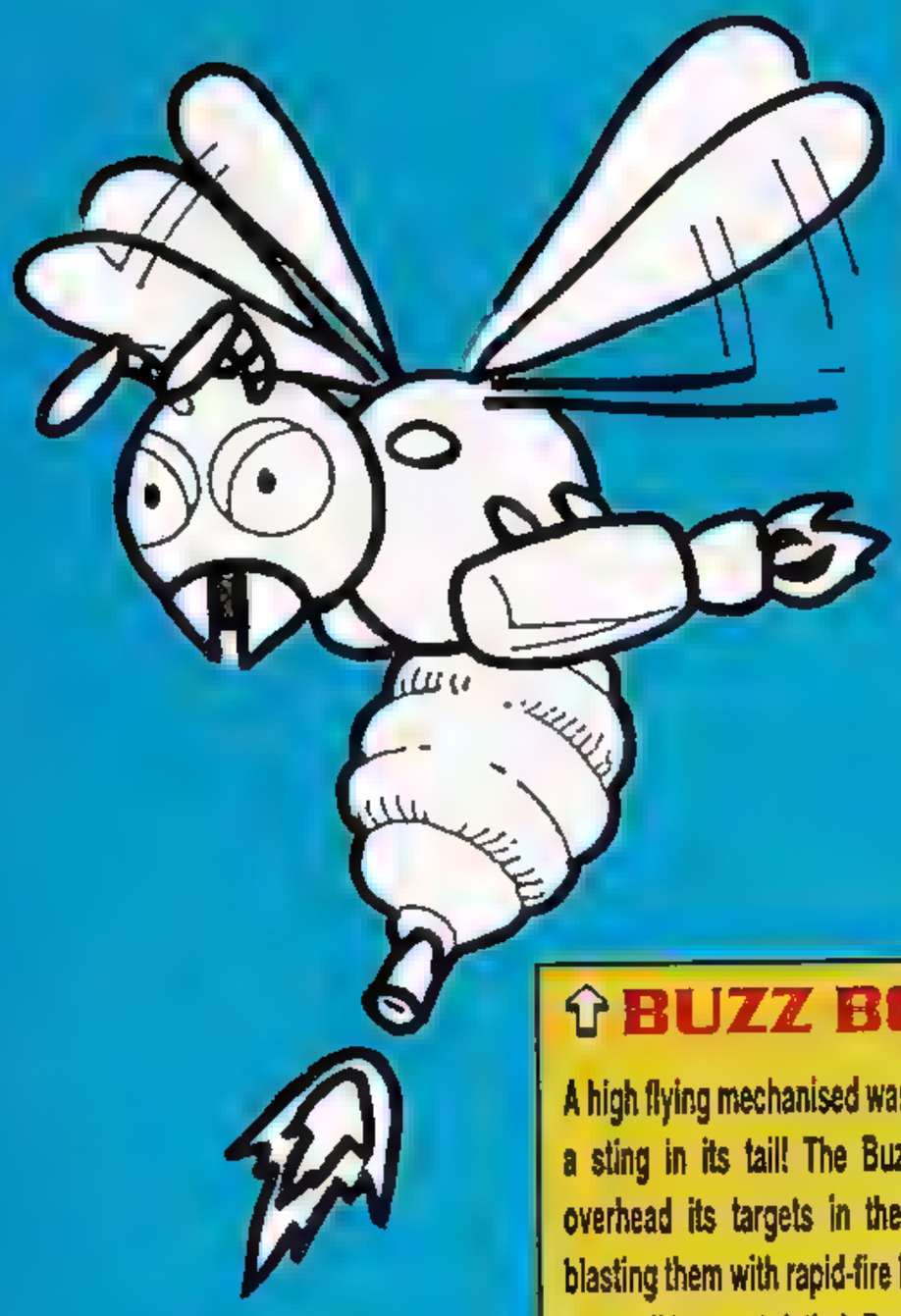
Beware of the staring eyes of this Labyrinth Zone Badnik! The Orbinaut can hurl up to four, gruesomely spiked balls at an enemy of Robotnik. Once the quartet of spiked balls have all been thrown, this Badnik is harmless and very easy to defeat!



CHOPPER ⇨

A ravenous mechanical fish that attacks from the waters of the Green Hill Zone. It zooms upwards to strike when anyone attempts to cross one of the bridges it guards. A jaw full of snapping teeth means that you should keep out of its reach!





⇧ BUZZ BOMBER

A high flying mechanised wasp with jet power and a sting in its tail! The Buzz Bomber will stop overhead its targets in the Emerald Hill Zone, blasting them with rapid-fire bullets. This is one of Robotnik's most lethal Badniks...very fast and very hard to stop!

⇦ AQUIS

An Oil Ocean Zone Badnik that floats around, hovers above you or suddenly appears from nowhere! Aquis fires fast bullets that are very difficult to avoid. Worse still, this Badnik has the nasty habit of following its potential victims, to resume shooting.

⇦ SPIKES

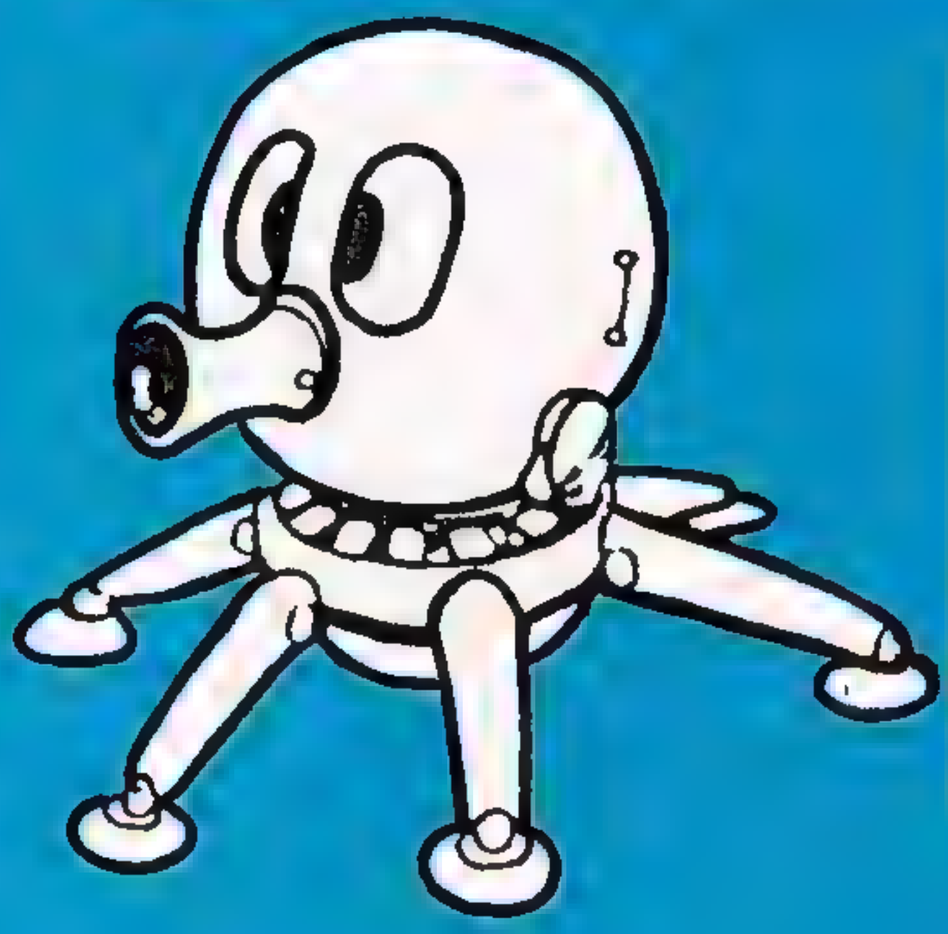
A mean dude that is found in the Spring Yard Zone! It is called Spikes because of the nasty spikes on top of its head. It has glaring eyes on stalks, a pair of razor sharp pincers and a mean expression. Beware of any areas it patrols!

SPIKER ⇧

Not the fastest of Badniks! This conehead scuttles around in the depths of the Hill Top Zone. Spiker can either drop its cone on victims or fire the cone upwards if anyone jumps over the top of it. Once the cone has been used, Spiker is totally defenceless!

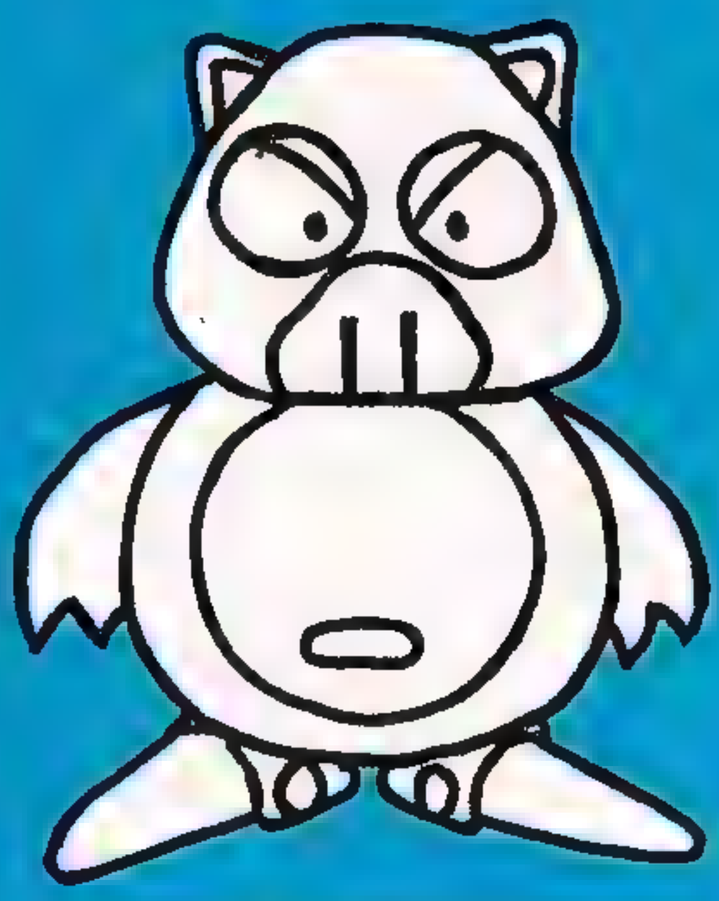
FLASHER ⇧

A Badnik that wanders around the Mystic Cave Zone in a seemingly aimless and harmless manner...but watch out! When it stops moving and starts flashing like a firefly, it is a real danger. Touch Flasher then and you're history!



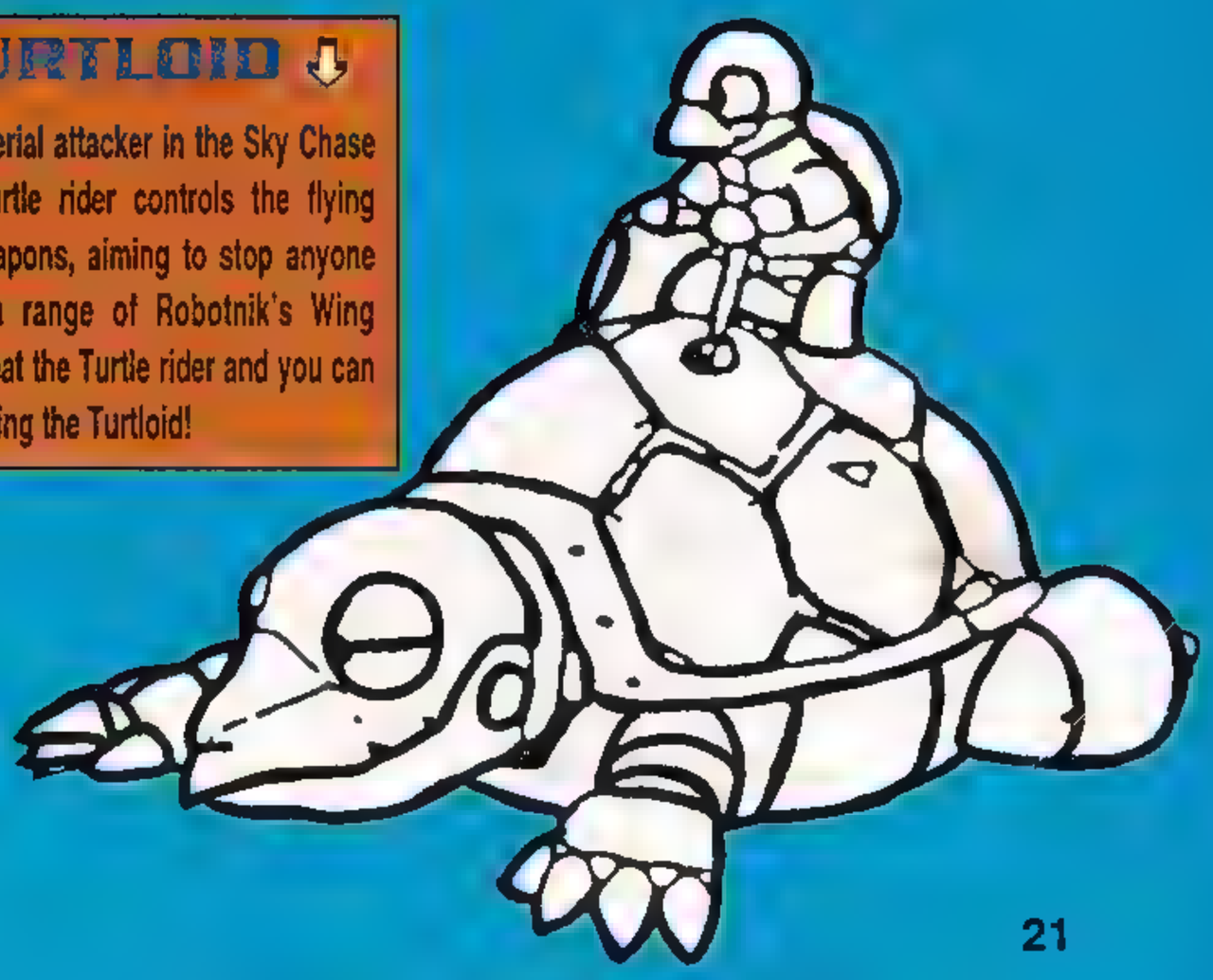
⇦ OCTUS

An octopus-like Badnik that lurks in ambush in the Oil Ocean Zone. Octus appears quickly and shoots a fast fireball that can seriously ruin your day! This Badnik guards Robotnik's oil refinery and gives unwanted visitors a very 'warm' welcome!



TURTLOID ⇩

An amazing aerial attacker in the Sky Chase Zone! The Turtle rider controls the flying machine's weapons, aiming to stop anyone getting within range of Robotnik's Wing Fortress. Unseat the Turtle rider and you can take over piloting the Turtloid!



⇧ BALL HOG

A bad-tempered Badnik that is a menace in the Scrap Brain Zone. Ball Hog gets its name from the deadly balls he likes to throw around...explosive spheres capable of giving a big headache! Wise dudes don't let Ball Hog get in range!

HIGH-FLYING SONIC!

Is it a UFO? No, it's the Sega Airship, giving Sonic a bird's-eye view of the European Motor Racing Grand Prix. High-Flying Sonic goes to many top events, as well as meeting lots of stars from show business. That's Sonic in the photo below, with the lads from *Worlds Apart*, a group that is often flying high in the charts!

Two of football's biggest stars...Gary Pallister and Paul Ince, of Manchester United, get together with Sega gear. The England internationals are an important part of United's winning team.

Lee Sharpe, another England star and Manchester United player, concentrates on the action. He concentrates on the football pitch as well...scoring some great goals!

Into the pop world now, with this photo of David from *Bad Boys Inc.* David plays Sega...and the band plays lots of big hits, including 'Walking On Air' and 'Don't Talk About Love'.

Sonic has played a big part in the world of Formula One motor racing. He's been signed up by the all-conquering Williams Team. Here Sonic poses with top British driver Damon Hill, the Williams Grand Prix car and the fleet of Sega buses.

Damon Hill is in the cockpit (wearing Sonic sneakers?) and he gets a presentation from Sonic, as the team mechanics work on the Formula One car. If you want to be fast on the GP circuit, knowing Sonic must be a big bonus!

The wheels are off the Grand Prix car. Sonic would like to see them on again...fast! See his foot tapping? That means our superhero is getting just a little impatient!

It's back to the pop world for a photo of Sonic the Hedgehog with one of Britain's hottest dance bands. *M-People* line up with Sonic and get a big smile from the fastest hedgehog in the world!

THE HILL TOP ZONE, PLANET MOBIUS. DOCTOR ROBOTNIK...

PSSST! WANT TO SEE MY LATEST NASTY INVENTION? THAT HAD BETTER BE A 'YES' OR I'LL BE EGGS-TREMELY ANNOYED...

FEAST YOUR EYES ON THE ROBOTNIK MARK ONE SPACE ROCKET! IT IS STANDING BY TO BLAST OFF WITH A SINGLE PASSENGER...

SONIC THE HEDGEHOG™

SPACE-HEDGEHOG

...SONIC THE HEDGEHOG! I'M GOING TO HAVE HIM CAPTURED, PUT ON THE ROCKET AND LAUNCHED INTO DEEP SPACE!

BWAAH-HAH-HAH-HAH!

NEARBY...

YO! IT'S A GREAT DAY TO BE A HEDGEHOG SUPERHERO!

BADNIK AMBUSH!

TOO SLOW! YOU MECHANICAL MENACES CAN'T STOP SUPERSONIC SONIC!

YIKES! SOMEONE'S BEEN DIGGING HOLES IN THE HILL TOP ZONE!

FUNNY PLACE TO BUILD A **SWIMMING POOL...**

NOT SO ACE! THIS IS SOME SORT OF MOLTEN PLASTIC AND IT'S **HARDENING** FAST! **I CAN'T GET OUT!**

BWAH-HAH-HAH! THE HEDGE-PIG IS CAUGHT LIKE A FLY IN A WEB!

JUST WAIT TILL I GET FREE, EGGY...

HURRY, BADNIKS! **EGGS-TRICATE** SONIC... IT IS TIME TO **EGGS-PEL** THE BLUE FREAK FROM MOBIUS!

OKAY IN THERE, SPINY PERSON? HOPE YOU'RE ENJOYING THE **EGGS-PERIENCE!**

WHAT A WAY TO TREAT A SUPERHERO...

FAREWELL, HORRENDOUS HEDGEHOG! MOBIUS WILL BE A **SLOWER** PLACE WITHOUT YOU... **BWAH-HAH-HAH!**

NO CREW! LAUNCH CONTROLS ON AUTO! ONE CHANCE LEFT... THAT **HEATER UNIT!**

COOL
WARM
HOT
VERY HOT
YOU'VE GOT TO BE JOKING

TOTALLY COSMIC... UH-OH! WRONG WORD IN **THIS** SITUATION!

COOL
WARM
HOT
VERY HOT
YOU'VE GOT TO BE JOKING

SOB! SONIC WILL NEVER BE SEEN AGAIN! SOB! THE HEDGEHOG WILL BE LOST IN SPACE...

COOL
WARM
HOT
VERY HOT
YOU'VE GOT TO BE JOKING

AWESOME! THE PLASTIC'S STARTING TO MELT... **BUT CAN I ESCAPE BEFORE BLAST OFF?**

. . . BUT WHO CARES? WITH OLD SPIKY GONE I CAN BE EVEN **NASTIER!**

FIVE . . . FOUR . . . THREE . . . TWO . . . ONE . . .

HUH? ONE END OF THAT STRING'S TIED TO MY **LEG** AND THE OTHER END'S TIED TO THE **ROCKET**...

. . . ZERO! LIFT-OFF!

. . . WHICH MEANS . . . **AAYYAAHHYYIIEE!**

HELP! LET ME DOWN! I'M TOO YOUNG TO BECOME **EGGS-TINCT!**

WHAT A RELIEF! NO **EGGS-CURSION** INTO SPACE FOR ME!

HI, DOC! LOOKS LIKE YOU CHEESED IT AGAIN!

THE...THE HEDGEHOG... BUT THAT'S IMPOSSIBLE...

THINK AGAIN, EGGY. I MELTED THE PLASTIC AND ESCAPED USING THE ROCKET'S EMERGENCY EXIT!

HOW EGGS-ASPERATING... UUUNNNK!

ROBOTNIK'S OUT FOR THE COUNT, BUT HIS BADNIKS ARE WIDE AWAKE...

...SOON CHANGE THAT!

THANKS, SONIC!

YOU'RE A HERO, SONIC!

ZZZZZZZZ!

BEING A HERO COMES NATURALLY! NOW I CAN'T WAIT TO TELL TAILS HOW I NEARLY BECAME A SPACEMAN...OR SHOULD THAT BE SPACE-HEDGEHOG?

END

SEGA REVIEWS

SONIC 3

FORMAT: MEGADRIVE
STYLE: ACTION
SIZE: 16MB
PLAYERS: 1/2
NO. OF STAGES: MULTIPLE

There was quite a delay between Sonic 2 and Sonic 3 being released, but the Sonic team were hard at work on this, their latest masterpiece!

Sonic 3 has six zones (Angel Island / Hydrocity / Marble Garden / Carnival Night / Ice Cap / Launch Base) to choose from and comes on a whopping 16 megabit cartridge.

One of the biggest differences of Sonic 3 to the other Sonic games is its size. It is HUGE! Typically around 3 times in play areas. Sonic has to work through six zones (12 stages in all) and face two bosses in each zone.

There are masses of new goodies for Sonic to collect and very special power-ups to help him beat Robotnik's Badniks! The Water Shield allows Sonic to breathe under water without stopping off at bubble spots. It also deflects certain types of bullets. The Fire Shield allows Sonic to leap up and change into a fireball while zooming at his attackers. The Lightning Shield frazzles anything coming into contact with Sonic.

As the play areas are so large, the Sonic team designed certain parts to be accessed only by Sonic using Tails to carry him there. There is a battery back-up that allows you to save up to six games and if you 'die', you can start from the beginning of some of the stages you died on.

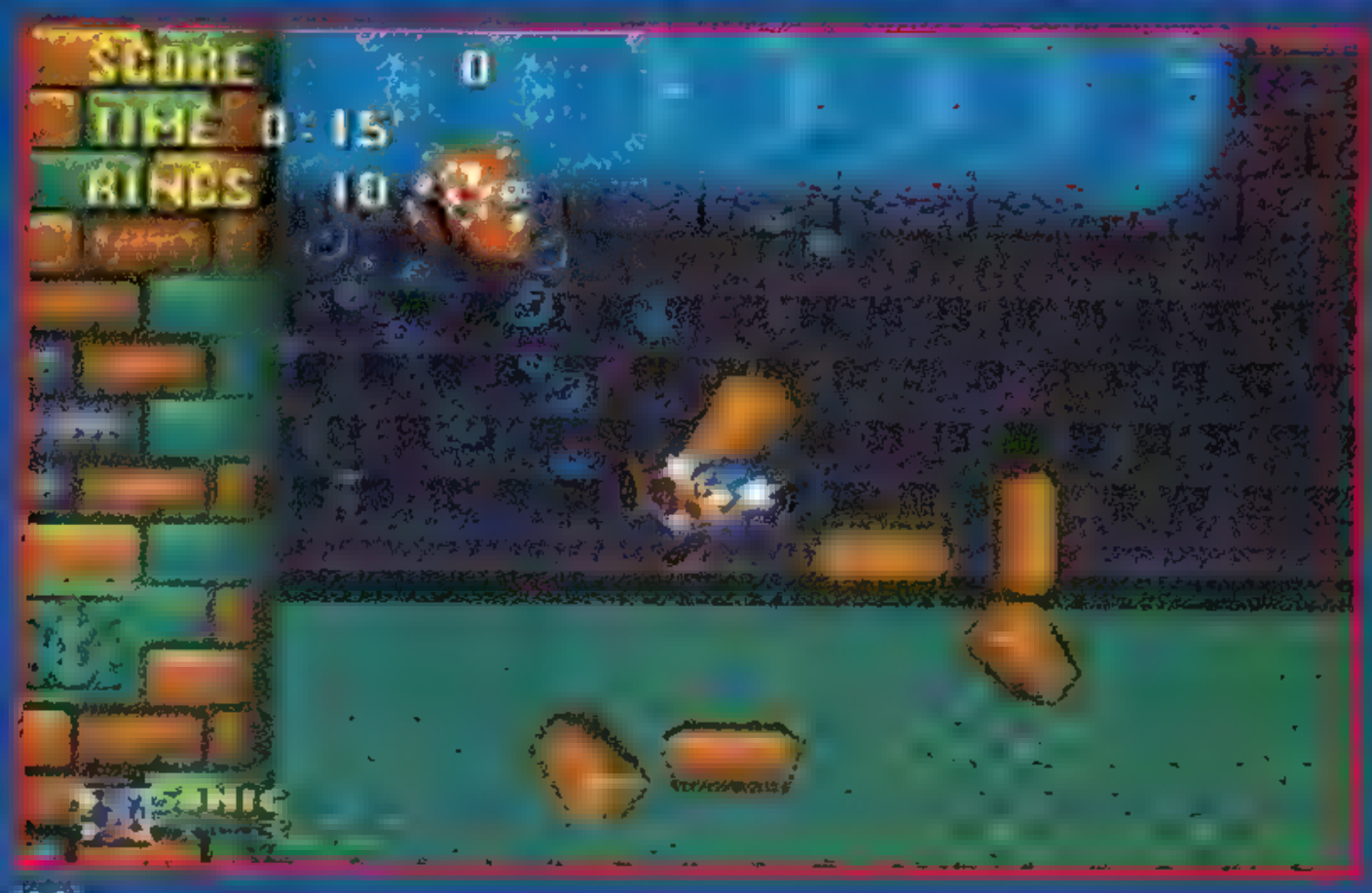
Sonic has a new enemy called Knuckles. He appears from time to time and does beastly things to you. He is a buddy of Robotnik...so always beware!

To crack the game, you have to get through all the zones AND collect the six Chaos Emeralds. The emeralds can be found in the Bonus Rounds. If you find a huge ring then jump through it to warp to the Bonus Round. Here, you have to touch all the blue rings and avoid the red ones. You run around a big rotating ball and can leap over balls in your way if they are red. Overall, a wickedly fiendish stage to crack!

There is also a new special stage where you can collect extra power-up items and lives by bouncing off the sides of a vertical chamber to flip a bubble gum dispenser. The items it drops are not always good...so beware!

The two player zone is all new with five different stages to speed through and you can choose to be Sonic, Tails or Knuckles. This is fun and a great break from the main game.

Sonic 3 will be a classic game. It has eye popping graphics, great tunes and truly lightning fast action.



RATINGS:	
GRAPHICS	95
SOUND	95
PLAYABILITY	95
OVERALL	95

STREETFIGHTER 2

FORMAT: MEGADRIVE
STYLE: FIGHTING
SIZE: 24MB
PLAYERS: 1/2
NO. OF STAGES: MULTIPLE

Take a deep breath and get down to your local shop for this dynamite conversion from the Capcom arcade game.

It is the biggest Sega Megadrive game ever produced at 24 megabits, and Capcom revised it up from 16MB to 24MB to ensure all the characters, music and samples were included from the original.

They have even extended it with amazing options and Hyper mode. The options available are difficulty level, time limit, pad config, music test and sound effects test. The Hyper mode really takes the game to another play level. It allows you to increase the speed of play from normal to slow to an absolute blur, where if you blink you can be taken out! It really is THAT fast!

Other options under Hyper are VS Battle, where you can go one on one, and Group Battle, where you can choose from up to six people to fight against, in either Match Play or elimination modes.

The music and sound effects are straight out of the arcade machine and they really make you wince when you get hit and bounce around to the rhythm!

Overall, Streetfighter 2 was a long time coming for the Megadrive, but it has been for all the right reasons with Capcom delivering a version that is far, far superior to any other home console version.

RATINGS:	
GRAPHICS	90
SOUND	90
PLAYABILITY	90
OVERALL	90

ALADDIN

FORMAT: MEGADRIVE
STYLE: ACTION
SIZE: 16MB
PLAYERS: 1
NO. OF STAGES: MULTIPLE

Aladdin is an arcade game based around the hit Disney film. Sega actually joined forces with Virgin and Walt Disney to create a new style of game, with the graphics actually being drawn by Disney animators!

As you can see from the screen shots, Aladdin actually IS Aladdin from the film. Play the game to see the incredibly smooth animation and fast gameplay.

Aladdin has to find his way through various scenes from the film. He can run, leap, slash and throw apples he picks up at the hordes attacking him. There are plenty of humorous touches and lots of sampled speech thrown in at just the right moments.

There is not a lot of strategy in the game, but the fast, addictive gameplay more than makes up for the real lack of depth.

Aladdin really does set new standards for home video games. Graphics of this quality have NEVER been seen before on a home console and the gameplay, while simplistic, is very fluid and challenging. Put them together and you have a must-have game that you would be very silly to miss!

RATINGS:	
GRAPHICS	95
SOUND	85
PLAYABILITY	85
OVERALL	88

ECCO
FORMAT: MEGA CD
STYLE: ACTION
SIZE: CD
PLAYERS:1
NO. OF STAGES: MULTIPLE

Ecco fans from the Megadrive can thrill to this stunning conversion to Mega CD. Ecco CD has the same concept and pretty much the same play as the original. You take the role of Ecco and you have to find out what has happened to your family, who were taken from you

You get to explore underground caves, talk with other sea creatures and use all your wits and speed to overcome the obstacles stacked against you.

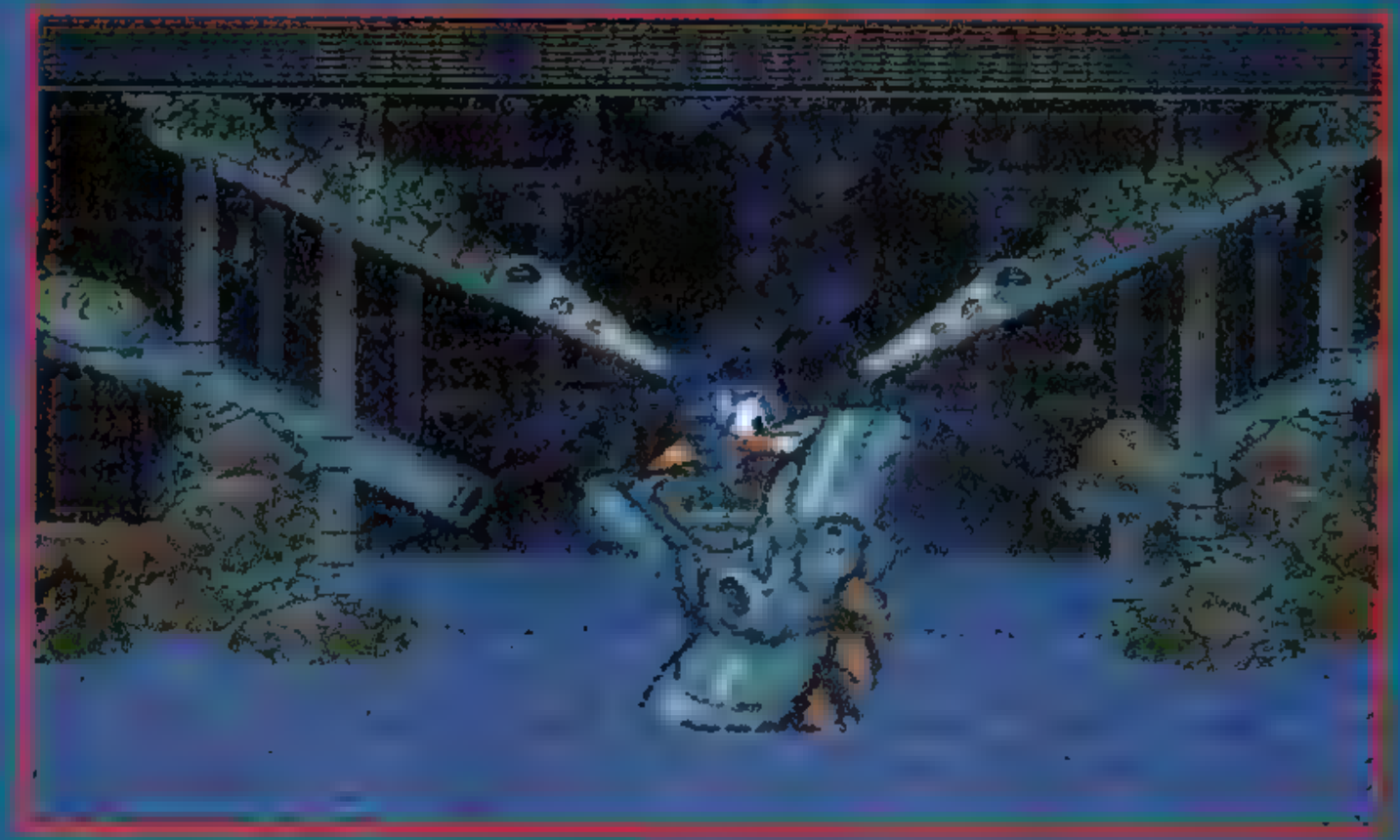
Your movements are limited to swooping out of the sea, ramming creatures or moving objects around - but believe me, you will need them all and some serious thinking to finish this game. Ecco blurs the line between arcade action and strategy beautifully and it is quite intuitive to play.

The extra touches on this game are the use of Qsound. This is an amazing sound processing system that makes the sound seem to come from all around on any standard stereo system. To really get the most from this game, hook your CD up to a hi-fi and listen to the haunting tunes and sounds!

There is also some digitised footage but you have to find it first and it is sneakily hidden away! Ecco is a stunning example of what Mega CD can do to a standard Megadrive game. In its own right it is stunning and the tunes and play will haunt you long after it is switched off!

RATINGS:	
GRAPHICS	85
SOUND	90
PLAYABILITY	85
OVERALL	87

SONIC SPINBALL
FORMAT: MEGADRIVE
STYLE: ACTION
SIZE: 8MB
PLAYERS: 1/2
NO. OF STAGES: MULTIPLE



Sonic has been away from your console since last November and the boffins at Sega have been working hard to bring you some hot action! Sonic Spinball took its inspiration from the pinball section in Sonic 2. It has you up against the fiendish Dr Robotnik and you have to recover the Chaos Emeralds from the HUGE pinball arenas he has set up.

Of course, life is never that easy, and Robotnik has set up traps galore and wicked alien combos to knock you out of each zone.

The action is different from your standard Sonic game with you controlling Sonic's movements with flippers and the D-Pad. The D-Pad allows you to gently sway Sonic while he is in mid-air and there are other bumpers to bounce off, barrels to paddle in yukky green slime, wagons to roller coaster on, and play-crazy Robotnik droids to hit!

You quickly learn that you have to locate the emeralds in each zone then free them up. This includes moves like bouncing off aliens to ram pads that release deadly slime from around the emerald, or ride a wagon until you find a secret exit that sucks you through to an emerald in a hidden chamber!

You also get to face off with Robotnik at the end of each stage. This can be a real nightmare! One battle pits you against Robotnik and a thrashing scorpion-like tail. You have to leap inside the tail and bounce him out by hitting his head!

The game is full of surprises and fast twists and the above barely scrapes the surface of all the gameplay.

Overall Sonic Spinball is a very challenging game that takes a little time to get into. But it really is worth taking the time to get into this wild and wacky adventure!

RATINGS:	
GRAPHICS	80
SOUND	85
PLAYABILITY	80
OVERALL	82

VIRTUA RACING

FORMAT: MEGADRIVE
STYLE: DRIVING
SIZE: 16MB
PLAYERS: 1/2
NO. OF STAGES: MULTIPLE

One of Sega's most popular arcade games is Virtua Racing. With the development of the special DSP (Digital Signal Processor) chip they have now been able to convert this awesome game to the 16-bit Megadrive.

It is a perfect conversion with exactly the same track, feel of play and presentation. Virtua has you whizzing around tracks at incredible speed and passing through set check points for bonus time. The amazing thing about Virtua Racing is that you can choose the perspective that you want by pressing the C button. This takes you from the cockpit of the car to over the shoulder, to way above - like a bird's-eye view.

The demonstration mode is the same as the arcades with your car whizzing around tracks and the camera angle moving around your car as you drive! On going into the game, you can try out the courses with no competition to get a feel for those beastly corners.

The Virtua Racing mode has you going for it in one player mode. Here you have to compete against 15 other cars and keep passing through check points to add to your time to play.

The two player mode is mega-brilliant with real adrenalin pumping action! There are also option menus and track records to view.

VR is an expensive game, but it offers the very, very real thrill of the arcade and THAT cost thousands!

RATINGS:	
GRAPHICS	90
SOUND	85
PLAYABILITY	95
OVERALL	90

SONIC CD

FORMAT: MEGA CD
STYLE: ACTION
SIZE: CD
PLAYERS: 1
NO. OF STAGES: MULTIPLE

Get ready for the ultimate Sonic the Hedgehog game!

Sonic CD really is the ultimate Sonic adventure, with over 75 levels to work through. You are up against the main man yet again. Robotnik is back and meaner than ever. You have to work your way through zones - past, present and future to beat him.

You have all the usual moves like dash attack and bounce but also a speedy run with Sonic's legs looking like rubber bands!

To keep the challenge up, you get to warp to special bonus rounds which have you in a scaled road scene trying to collect rings, while taking out alien ships above you. This is fast and fun and you even get dizzy with the twisty turns you have to do!

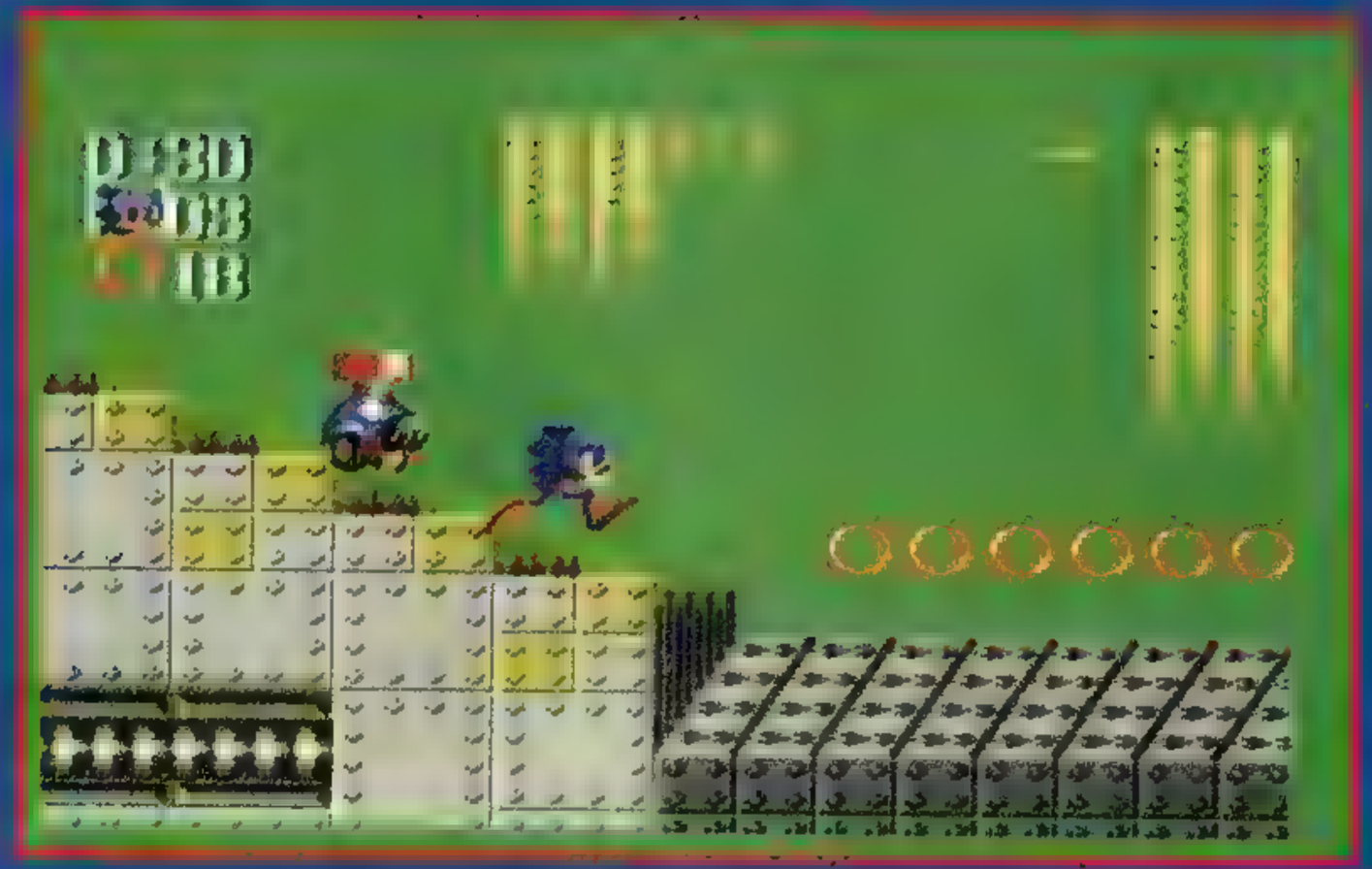
What really helps to set this Sonic romp apart, is the incredible music which has some seriously funky raves to it as well as soulful ballads.

The gameplay also has a few novel touches with you bounding super high off floors to scale the heights and some weird springs rolling around on castors!

If you want to see what CD can do, you will not be disappointed with Sonic CD. It has plenty of levels, fabby music, great gameplay combos, an amazing Bonus Round and even a level select cheat.

If you should happen to finish the game you get to see a gob smacking end sequence and some serious scaling. So go for it!

RATINGS:	
GRAPHICS	85
SOUND	90
PLAYABILITY	90
OVERALL	88



SONIC CHAOS

FORMAT: MASTER SYSTEM
STYLE: ACTION
SIZE: 4MB
PLAYERS: 1
NO. OF STAGES: SIX

Dr Robotnik has been up to tricks again! He has managed to hide the six Chaos Emeralds from Sonic.

Sonic Chaos is the latest in the Sonic series for the Master system and Gamegear. The game is around 95% identical to the Gamegear as it is on the Master System. So what's new in Sonic Chaos I hear you ask!

Sonic Chaos has Sonic speeding through six zones each having three sub-stages and a boss at the end of each third stage.

There are two ways to play Sonic Chaos. You can choose to be either Sonic or Tails at game start. If you are Tails, you cannot collect Chaos Emeralds and you cannot see the game ending. You can also use your tail to fly around for short periods of time.

If you choose Sonic, it is effectively the hard mode and you can do all the things necessary to finish the game.

There are lots of goodies and new moves for Sonic to do. Sonic can collect jet boots from TVs and use them for a short time to fly high in the air. There are also pogo pads for Sonic to bounce around on. The courses are very tortuous and tricky. To get a Chaos Emerald, you have to first of all collect 100 rings and you are then automatically warped to the Chaos stage. Each of the six Chaos stages is different and some of them are fiendishly cruel and tricky!

You have a limited time to find each emerald and the stages vary from flying rocket shoes through massive rings, to rolling around mind-numbing pipe sets!

If you DO manage to collect all six Chaos Emeralds and get through all six stages you are treated to a real gem of an end sequence.

RATINGS:	
GRAPHICS	80
SOUND	75
PLAYABILITY	85
OVERALL	80

JURASSIC PARK

FORMAT: MEGADRIVE
STYLE: ACTION
SIZE: 16MB
PLAYERS: 1
NO. OF STAGES: MULTIPLE

The biggest movie of the '90's has now made it to the Megadrive. Jurassic Park has you battling away in the same scenario as the film.

There is also a nice little twist, in that you can choose to be either Grant OR a Raptor! If you play Grant, you have to fight through infested jungles and creepy buildings trying to subdue the prehistoric predators around you. To help you, there are weapons along the way with gas grenades, tranquilliser darts, electric guns and the like. There are also some tricky puzzles to solve to get through the many stages. It is not just a case of walking around to find the exit!

The game also has some variety, with you riding down rapids, clambering through tunnels and creeping through the jungle.

As the Raptor, you have to outwit the humans and their traps, by leaping around and taking out the baddies around you, and figure out how to get to set points (Raptors are not the smallest of things)!

Jurassic Park has some great digitised dinosaur graphics and creepy Qsound music. If you like the film, you are going to love the game!

RATINGS:	
GRAPHICS	80
SOUND	85
PLAYABILITY	80
OVERALL	82

SONIC THE HEDGEHOG™

BIG TROUBLE

RUMBLE!

IS A **GIANT** BADNIK STILL NO PROBLEM, PAL?

BIG TROUBLE! NOT SO COSMIC!

THE BIGGER THEY COME, THE HARDER THEY FALL... **SPIN ATTACK TIME!**

THAT'S CHANKED*! GROUNDER STAYED INTACT!

EYES TO THE SKY... IT'S **ROBOTNIK!**

*NOT GOOD.

PREPARE TO PERISH, BLUE BLOCKHEAD! MY **EGGS-TRA** LARGE NEW BADNIK WILL SUCCEED WHERE HIS SMALLER COUSINS FAILED!

SOON **ALL** BADNIKS WILL BE HUGE! THEN I SHALL CONQUER **ALL** OF MOBIUS ...**BWAAH-HAH-HAH-HAH!**

MOBIUS IN DANGER! WE GOTTA BE JAMMIN,* SONIC!

SUPERHEROES DON'T RUN AWAY!

*WE MUST LEAVE.

USE THIS SPRING TO GAIN SOME HEIGHT, TAILS!

ACE IDEA! I'M RIGHT BEHIND YOU!

STOP THAT RIDICULOUS RODENT! EGGS-TERMINATE THE FREAK!

RAM!

YO! THE HEDGEHOG IS QUICKER THAN THE BADNIK!

COME ON, TAILS! LET'S HAVE A SWINGING TIME!

NOT SO FAST! I'M TRYING TO CATCH UP...

LEAP!

RADICAL! THE COOL DUDES ARE ABOVE THE GIANT GROUNDER!

I CAN GUESS WHAT HAPPENS NEXT, SONIC...

...SPIN ATTACK PART TWO, THE SEQUEL!

WATCH OUT! AERIAL HEDGE-PIG ATTACK!

TOO LATE, EGGY! YOUR TOY IS TOTALLY THRASHED*!

SOB! ALAS POOR BADNIK! I KNEW IT WELL!

*BEATEN.

THANKS, SONIC!

THANKS, TAILS!

FREE AT LAST!

YOU SAVED YOUR FRIENDS, BUT YOU ***WON'T*** SAVE YOURSELVES!

WHOA! WHERE'S THE ***PARACHUTES?***

SPLASHDOWN!

HOPE MY QUILLS DON'T ***SHRINK!***

CHOP CHOP, CHOP CHOP! GOBBLE UP THOSE FLOUNDERING FREAKS!

ANOTHER OVERGROWN BADNIK!

SONIC'S NO FISH FOOD! SWIM AT MACH VELOCITIES, TAILS...

YOU SHALL NOT EGG-SCAPE!

HUH? WHERE'D THAT PESKY DUO EGGS-IT TO?

YOU'RE TOO SLOW TO CATCH A COLD, BAD GUY... LET ALONE A SUPERHERO!

OH, NO! HELP! MERCY! SAVE ME! I'M ON A COLLISION COURSE!

YEEEEK!

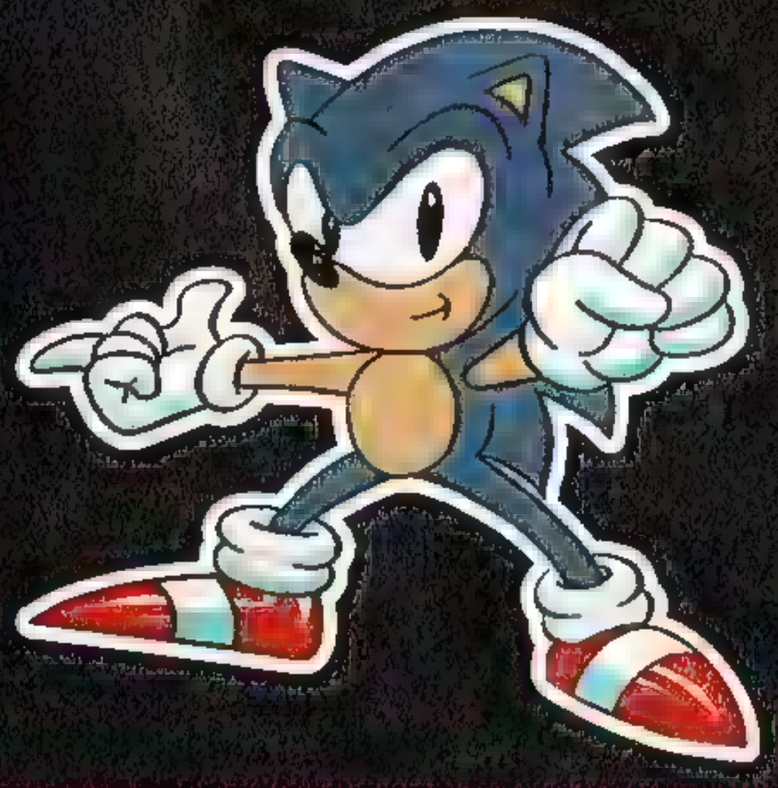
TA-TA-TAAAM!

SIGH! SO MUCH FOR BIG BADNIKS! IT SEEMED A GOOD IDEA AT THE TIME...

SEEYALATERBYE!

END

SONIC'S QUIZ



Hi! This is Sonic the Hedgehog, here to test your powers of observation! On this and the next three pages you'll find questions all about the contents of this Yearbook. If you answer a complete question correctly, without checking back in the book, you score three gold rings. If you get the answer right, after looking back, score two gold rings.

1 In the picture strip Sticky Problems, who crashes into the glue making factory?

2 In this picture from that story, remember two things that are missing!

3 Now to other features in the Yearbook. What noise woke Sonic after only an hour's sleep?

4 When Robotnik attacked, which two Badniks were with him on Thursday?

5 What was the first thing Sonic was going to do 'next week'?

6 Take a look at this action photo from an exciting game which is reviewed in this Yearbook. Can you say from which Sega game the picture is taken?

7

The scene on the right is from another of the picture strips in this book. What is the title of the story?

8

What sort of vehicle is the machine in the background of the picture?

9

In that story, who said, "With old Spiky gone, I can be even nastier!"?

10

Printed below are the jumbled names of some story titles. Can you put the letters in the right order?

GIB BLEROUT

CAPES DEHOHEGG

KISTCY BORLEMPS

LITAS LATE

11

On the left is a screenshot from another popular video game. You shouldn't have any problems recognising the title!

12

No cheating! What colour sneakers does Sonic usually wear? ____ and white.

13

This is another screenshot of a game that's reviewed in this Yearbook. Can you name the game?

14

Who would be best to take part in the game above: Nigel Mansell, Mike Atherton or David Platt?

15

Which of these people doesn't appear in Sonic's Celebrity File: Paul Ince, Damon Hill, Gary Lineker?

16

On pages 18-21 you can meet some of Robotnik's Badniks. Can you fill in the gaps to name some of them?

C_ U_ K_ R

N_ BU_ A

G_ _ BB_ _

N_ WT_ _ N

17

Here's another scene from one of the picture strips. Can you remember which zone Tails is in?

18

An extra question about Tails' Tale. Did Robotnik make a personal appearance in the story?

19

Here's an easy one! Look at the screenshot on the right and name the character . . . and the name of the game.

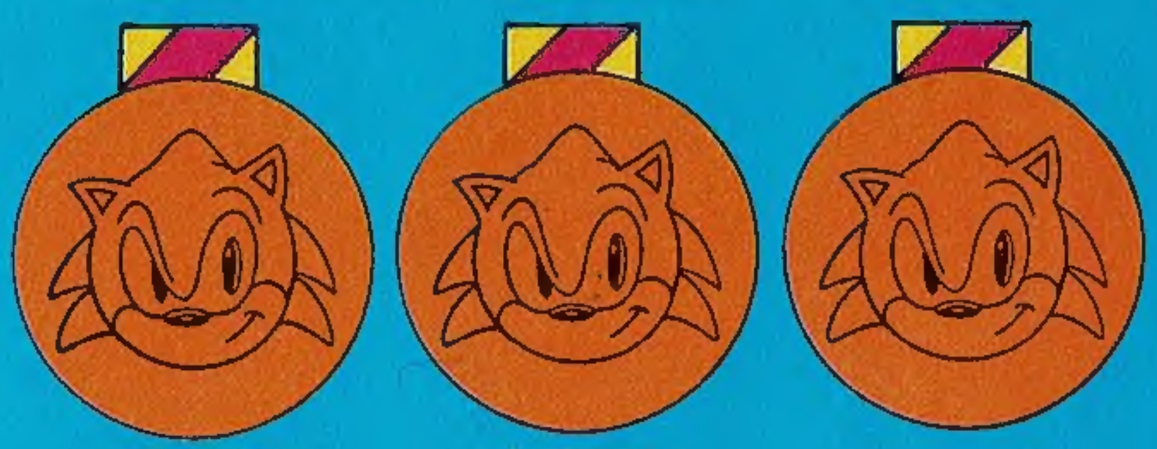
20

Take one letter from each box and make up the name of a character who appears frequently in this book.

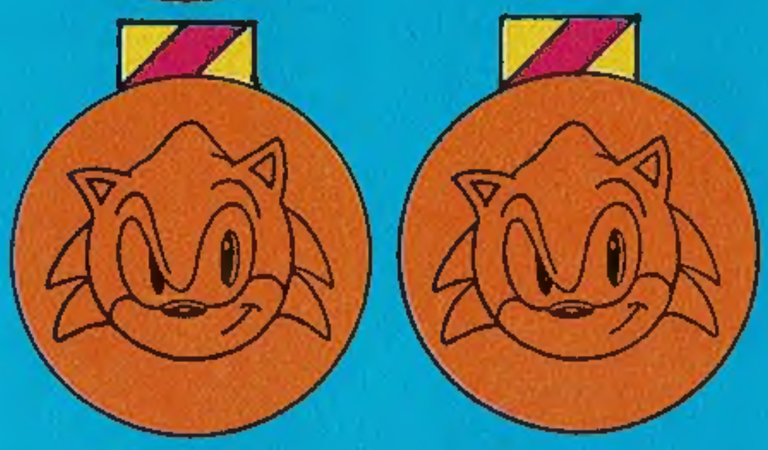
START							
STD MB	OB ATL	NCI DO	TI LFA	BGO LM	GR JTA	CRI PQ	
UM COA	BRE DJ	PW ZOR	GAW AT	GJ UNW	IST YA	FH OKW	

RATINGS

If you collected 50 rings or over, award yourself THREE Sonic medals.



From 30 to 49 rings, you get TWO Sonic medals.

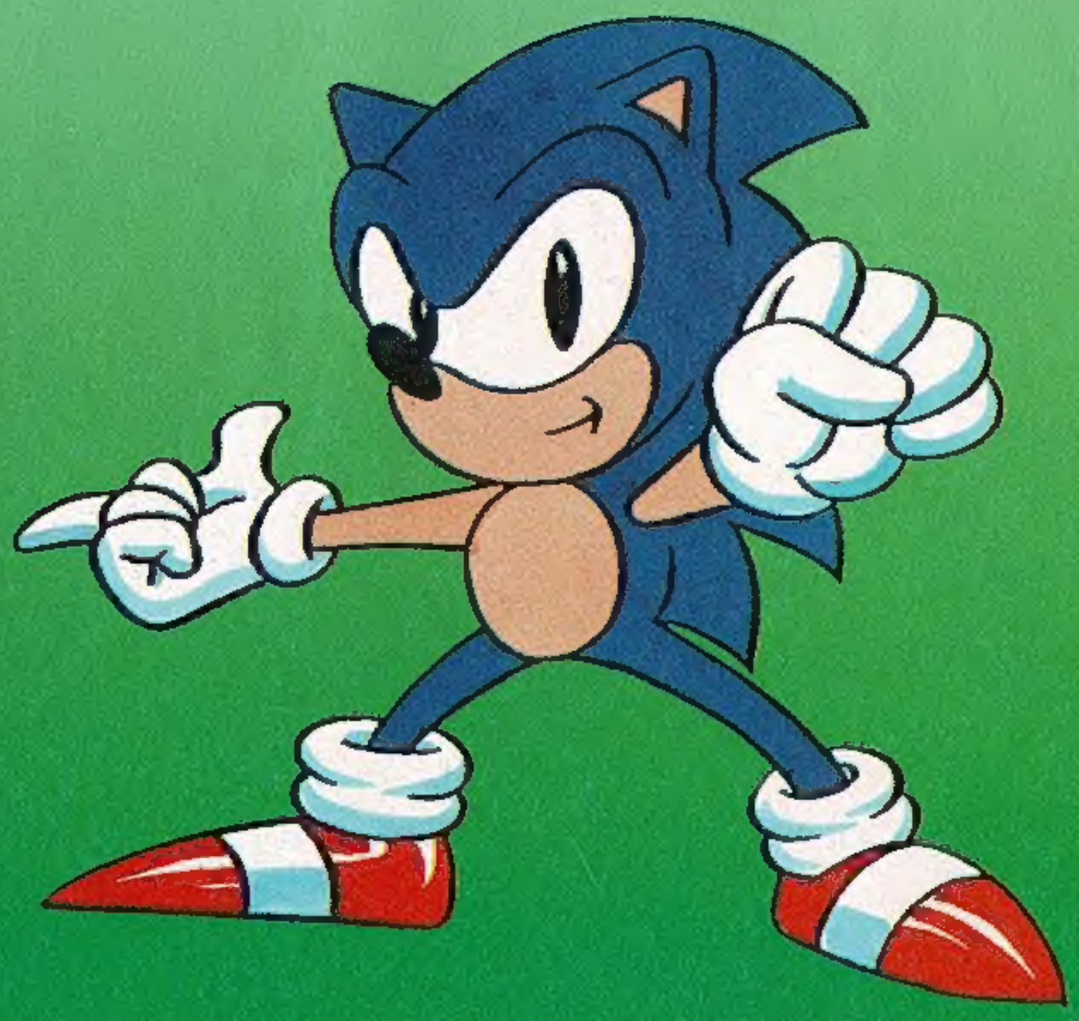


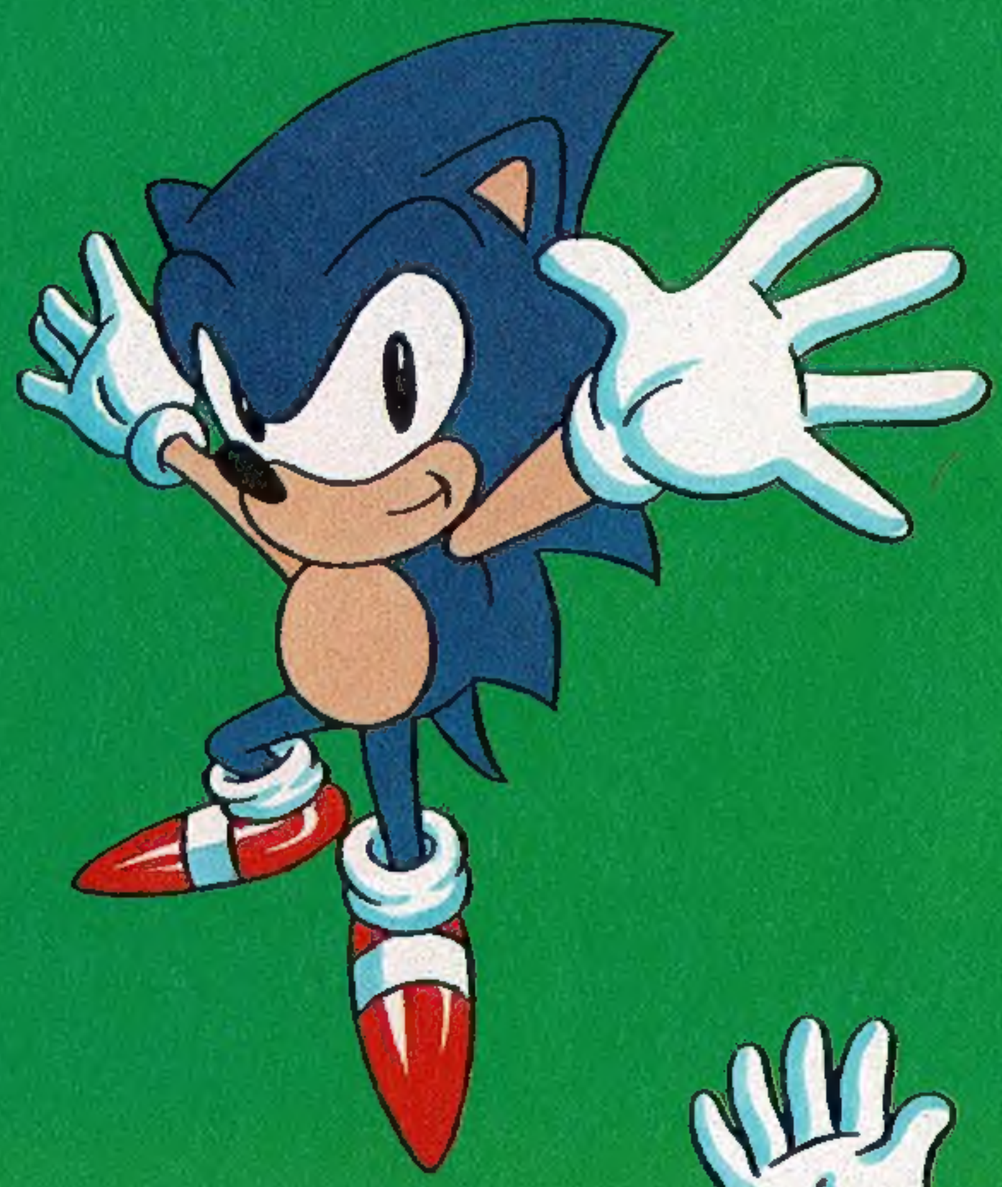
From 10 to 29 rings, your award is ONE Sonic medal.

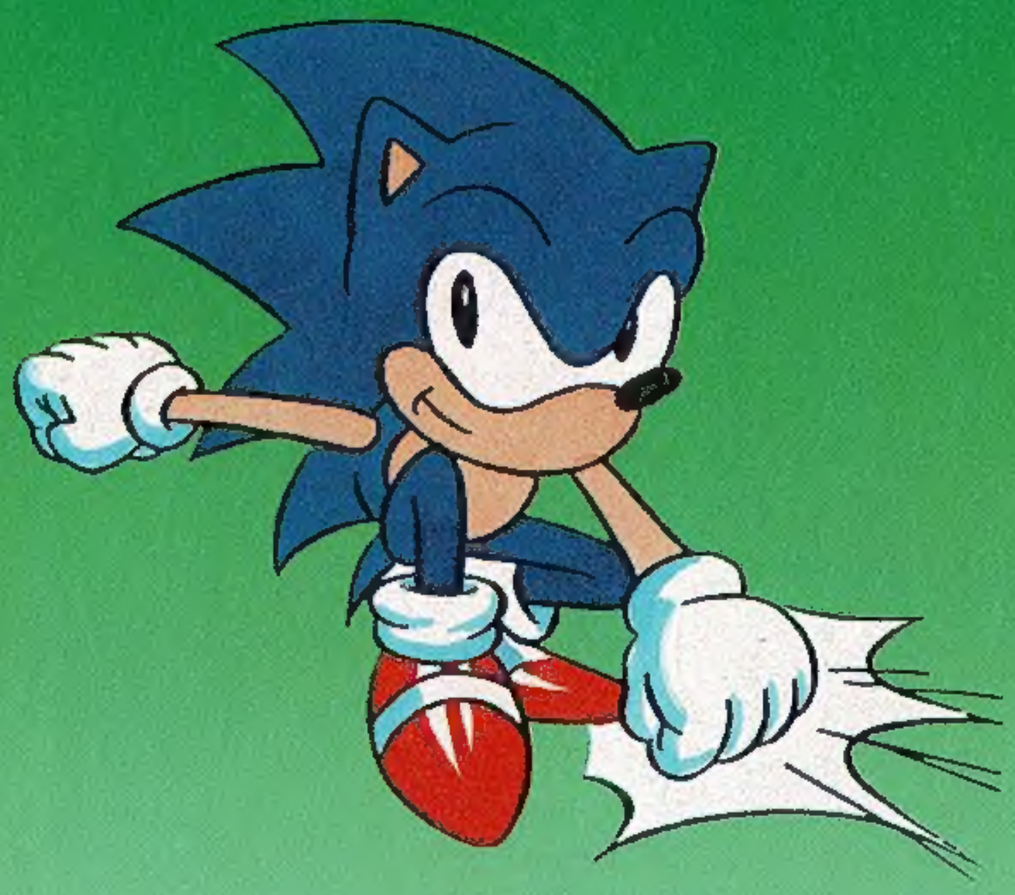
Below 10 rings: Sorry, you get a Robotnik medal!

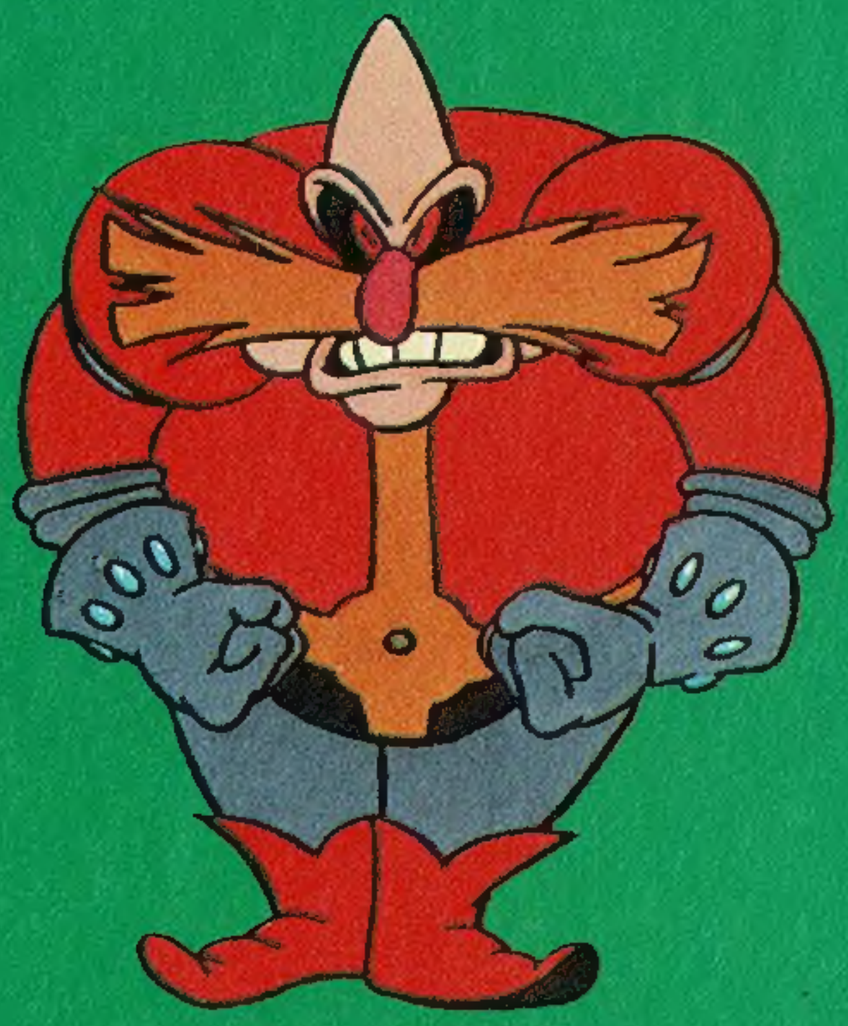
ANSWERS

1. Doctor Robotnik; 2. The highlights on Sonic's eye and his nose; 3. Robotnik's laugh; 4. Buzz Bomber Badniks; 5. Organise extra supplies of burgers, fries, chocolate and cola; 6. Street Fighter II; 7. Space-Hedgehog; 8. A spaceship; 9. Robotnik; 10. Big Trouble, Sticky Problems, Space-Hedgehog, Tails' Tale; 11. Aladdin; 12. Red; 13. Virtua Racing; 14. Nigel Mansell; 15. Gary Linekar; 16. Clucker, Grabber, Nebula, Newtron; 17. Casino Night Zone; 18. No; 19. Ecco the Dolphin, Ecco; 20. Doctor Robotnik.









THE OFFICIAL

SONIC™ THE HEDGEHOG

YEARBOOK

Grandreams

© SEGA ENTERPRISES LIMITED 1991/1992
LICENSED BY COPYRIGHT PROMOTIONS LIMITED.

ISBN 1-85830-151-3

9 781858 301518 >